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DARKSTALKERS

STRATEGY GUIDE

THE ULTIMATE GUIDE TO DARKSTALKERS



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PRESENTS

DARKstalkERS

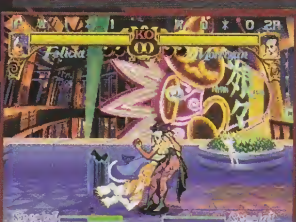
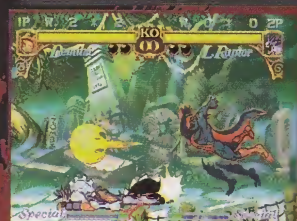
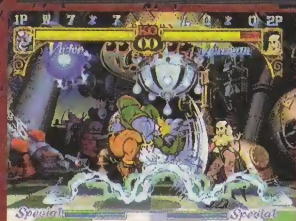
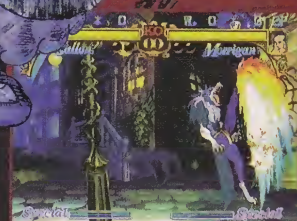
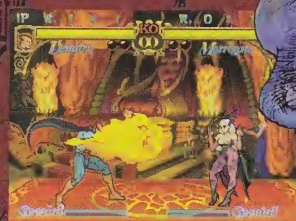
THE NIGHT WARRIORS





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Welcome to another installment of GAMEFAN BOOKS, your strategic *tour de force*. Inside this very book, you'll find perhaps one of the year's hidden gems, Capcom's *Darkstalkers*.

We here at GameFan books thought we were assigned another *Street Fighter* clone. However, after just a few minutes with *Darkstalkers*, we realized just how innovative *Darkstalkers* really is. Had we known *DS* had chain combos and guard reversals when it first came out three years ago, we would've lost far less quarters at the arcade!

Darkstalkers was the first Capcom game to introduce quite a number of Capcom's now legendary standards:

chain combos, a "special" gauge, guard reversals, and even the dramatic change to sixteen color, hand animated sprites. These features have now graced all CPSII hardware Capcom fighting games, and just may be the new standard to beat.

Perhaps one of our favorite features about *DS* is the amount of character poured into every one of *DS*'s combatants. Each sprite animates more fluidly than your average Saturday morning cartoon. Because of this, we've paid special attention to the frames of animation in *DS*. This is evident by the amount of screenshots crammed into every character's poses page. Our reasoning is, well, they just look awesome, and the fact that these select frames are only on screen for mere seconds. We feel it's little added touches like these that add

personality to the game, and give each character their own identity. Just take a look at *DS*'s odd cast – where else could a Samurai fight a Frankenstein, using awesome combos, and special moves? To top it off, each character plays perfectly, and if enough time is put into a character, you begin to find just how deep *DS* really is.

It's still hard to believe, after discovering how great *DS* is, why it didn't do so well in the states. In Japan, *Vampire* (the Japanese name) has a great following. It's even spawned its own line of *Vampire* goods, ranging from key chains, models, comics, even Morrigan costumes. *Vampire* isn't just limited to

a product line, it also has a loyal following of devoted artists that send their pieces to gaming magazines hoping to have them printed. Of the

Vampire cast, Felicia and Morrigan are the top favorites (how'd you guess?), and can always be found in the reader art section of the better publications. We hope to someday see the same here in the states – great artwork, and more toys! Not just exclusive to *Darkstalkers*, but all great games that deserve such attention.

In closing, we hope you enjoy our *Darkstalkers* strategy guide and hope you have as much fun as we do every time we play. With the incredible amount of hard work and thought that went into this game, it's hard not to. After all, not *all* fighting games earn the right to wear the Capcom logo.

"Darkstalkers was the first Capcom game to introduce quite a number of Capcom's now legendary standards."

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Special Moves

These pages demonstrate the proper control pad motions and button combinations required to perform a character's special moves. Damage is represented by a percentage for moves which are consistent. Special moves which vary in damage are represented as "Variable," and as an "X" in the damage equation. Moves which can't be blocked will read "NA" or Not Available.

Name of Move **Command** **How to Block**

Damage Percentage

ANY PUNCH

DAMAGE: 13% BLOCK: H/L

DEMON CRADLE

DAMAGE: 5% x5 BLOCK: H/L

SPECIAL

Indicates This Move Can Only be Performed With Full Special Gauge

HOW TO READ THIS BOOK

Attacks

The attacks pages are rather self-explanatory. These pages illustrate the full striking range of a character's moves, which attack buttons perform them, the percentage of damage they inflict, and where to block the attack (High, Low, or Air). Attacks with multiple damage percentages hit more than once.

How to Block

Which Attack Button

Damage Percentage

	JAB	STRONG
DAMAGE	7%	12%
BLOCK	H/L	H/L
Situation	STANDING	STANDING

Combos

The Combo pages show, frame by frame, how to perform multiple attacks in sequence. The left bar indicates which characters the illustrated combo works on. Characters with an "O" means that the combo will work successfully on them, an "X" means it will not. Please note, all combos illustrated in this strategy guide were performed on a speed setting of Three, not all combos can be performed at a lower setting.

Command + Damage per Attack

Degree of Difficulty + Damage

Combo Type

	3 HIT DASHING CHAIN COMBO	NOVICE / 30%
DEMITRI	O	
J. TALBAIN	O	
ANAKARIS	O	
SASQUATCH	O	
L. RAPTOR	O	
MORRIGAN	O	
FELICIA	O	
BISHAMON	O	
RIKUO	O	
VICTOR	O	

Which Characters the Combo Works Against (O = Yes, X = No)

Blocking

Blocking in DarkStalkers is the same as in any other Capcom fighting game. Simple: Hold back to block your opponent's attack: a standing defensive position blocks high attacks, and a crouching defense blocks low attacks.

Air Blocking

Added to DarkStalkers' gameplay engine is the addition of air blocks. Once airborne, simply hold back to block your opponent's oncoming attack. You cannot air block after performing an air attack; however, you can attack in the air after air blocking your opponent's air attack. Some characters can also follow an air block with a special move. The air block can also block most projectile moves, yet you can't block an opponent's attack from the ground (i.e., a standing fierce attack).

Throws

Every character in DarkStalkers, with the exception of Anakarís, has a throw. Throws are often referred to as cheese; however, they were obviously put in the game for a reason. Throws, in essence, can either get you out of a tight situation, or wake up a defensive player. To throw your opponent, get next to them, press back or forward on the control pad, and your character's throw button. Players who throw too much, or need throws to win, are annoying opponents, and are classified as cheesers. Regardless, throws can be anticipated, and like any other move in the game, require skill to pull off successfully.

Guard Reversals

The name is exactly what it implies: reversing your opponent's attack with one of your own, while your character is in the blocking position. Every character in DarkStalkers has a special move, which acts as a guard reversal move (with the exception of Anakarís). To perform a guard reversal move, you must first block an attack, and – on the point of impact – perform your character's guard reversal move. If timed properly (timing is the key to success) your character will become invincible for the first few frames of their guard reversal move, and counter your opponent. Guard reversing single hits are quite difficult, but can be accomplished. It's much easier to guard reverse attacks, which hit more than once while blocking (i.e., Sasquatch's Big typhoon, or Demítrí's Bat Spin).

Command



Attacks and Special Moves

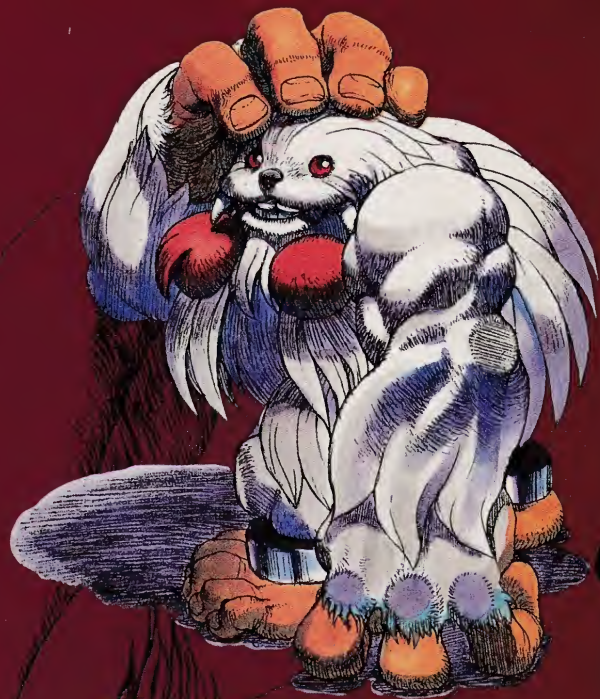
Attacks are moves which do not require anything special to perform them, merely a single button press, or a direction and a button press. These standard attacks may hit more than once, and if properly timed, can be chained to one another in sequence. Special moves are attacks which require a control pad command and a specific button or buttons. Special attacks, in most cases, deal more damage than a standard attack, so properly learning a character's special moves is vital in playing them properly. Some Special Moves double as super moves when a full special bar is acquired. These "super" versions animate slightly differently, and deal much more damage than normally. However, not all super moves are powered up versions of existing moves, some super moves can only be performed when a fully powered special bar is at hand.



TRAINING

Special Bar

DarkStalkers uses a unique special bar system. By throwing out more attacks, your meter slowly fills to the top. Performing special moves often speeds up the process. Once filled completely to the top, the "special" indicator promptly lights up, as the special bar slowly depletes its reserved energy, allowing the player only a short time to take advantage of it. This speeds up the gameplay, keeping players from hoarding numerous special bars, and saving them for the last round. When powered up, your character can perform super special moves which do more damage than conventional special moves or attacks.

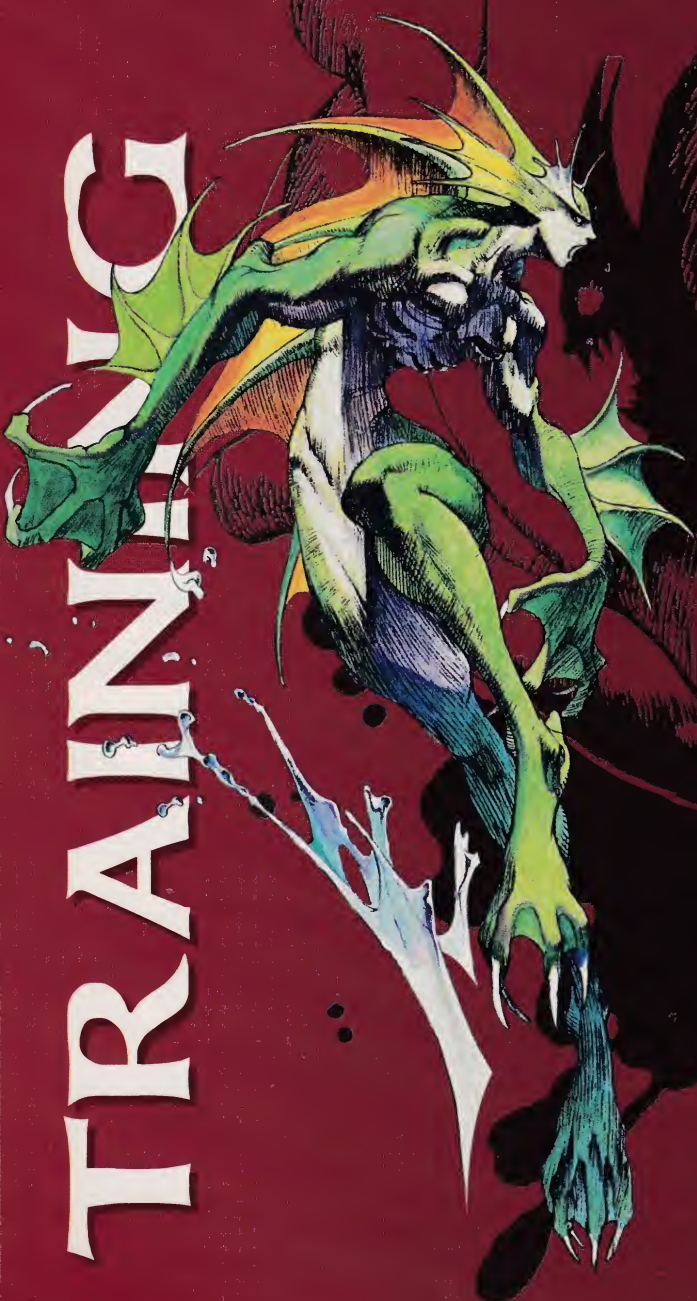


Air Combos

Unlike other early Capcom fighting games, the air combo system was enhanced for DarkStalkers. Most characters can jump in with a weak attack followed by a heavier attack while still airborne. This works primarily on larger opponents like Victor or Anakaris. It's also possible to score up to three hits in the air on larger opponents. The equation for air combos is as follows: Jab or short, to any other attack button, or taken one step further, jab to short (or short to jab) followed by a strong, forward, fierce or roundhouse for a total of three air hits. To properly time the air combos, press your next attack button as the "hit" spark appears when striking your opponent. If done properly, and deep enough inside your opponent, you can continue your combo from the ground.

Chain Combos

Chain combos are combos in which you chain one standard attack to another. The theory is a weak attack, followed by a medium attack, and finished by a heavy attack. The sequence can be varied between kicks and punches, as long as it pertains to the overall theory, from weak to heavy. Chain combos aren't quite that easy though. They do require timing - a very specific timing. An easy way to become familiar with your character's chain combos, is to simply start with a weak attack, and when the "hit" spark appears on impact, immediately press the next corresponding attack button, and so on. Timing is crucial, the chain combo system isn't as forgiving as that found in Street Fighter Alpha, but the same goes for both games: Chain combos are the key to victory.



TRAINING

RANKING CHART

The following ranking chart depicts the outcome of numerous DS tournaments in Japan. This chart reads from left to right; the left column represents the actual character ranking (Morrigan being the top seeded fighter). The grid number (or effectiveness number) to the right of a character's name represents that character's effectiveness against the corresponding character found just above their effectiveness number. These numbers are then totaled together giving you an overall effectiveness rating against every character as a whole.



VS.	MORRIGAN	RIKUO	DEMITRI	ANAKARIS	BISHAMON	LORD RAPTOR	SASQUATCH	JON TALBAIN	VICTOR	FELICIA	OVERALL
MORRIGAN		6	5	6	6	7	6	7	6	6	55
RIKUO	4		5	5	6	6	6	6	7	7	52
DEMITRI	5	5		6	4	7	6	7	6	6	52
ANAKARIS	4	5	4		5	6	6	3	6	6	45
BISHAMON	4	4	6	5		4	5	5	7	5	45
LORD RAPTOR	3	4	3	4	6		6	5	6	6	43
SASQUATCH	4	4	4	4	5	4		6	6	6	43
JON TALBAIN	3	4	3	7	5	5	4		5	6	42
VICTOR	4	3	4	4	3	4	4	5		6	37
FELICIA	4	3	4	4	5	4	4	4	4		36

DEMITRI

(VAMPIRE)



NAME
DEMITRI
MAXIMOFF
TIME PERIOD
1483 A.D.
HEIGHT
6 ft. 5 in.
WEIGHT
223 lbs.
ORIGIN
ROMANIA

POSES

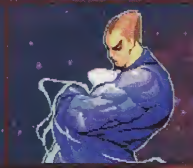
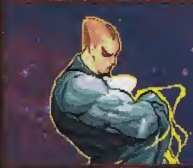
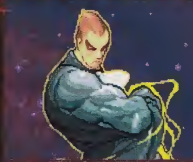
DEMITRI



1P COLOR



WIN/LOSS PORTRAITS



2P COLOR



WIN 1



WIN 2



DRAW



TIME OVER



DASH →



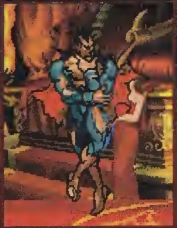
DASH ←



CURSED



BURNED



SHOCKED



STABBED



SPIRIT HOLD



POISONED



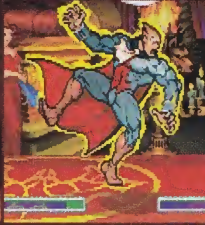
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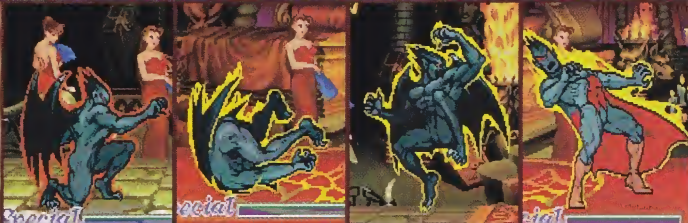
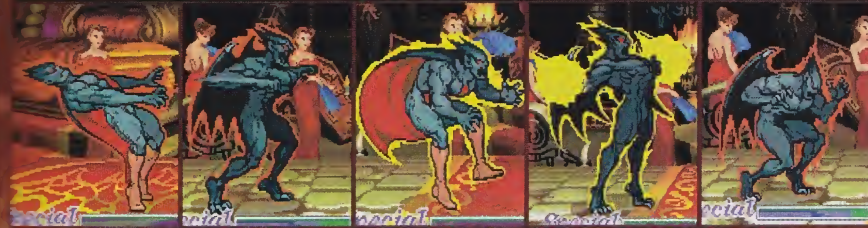
TRIPPED



GRAB MISS



EVIL DEMITRI



ATTACKS

DEMITRI

STANDING

JAB	STRONG	FIERCE	SHORT	FORWARD	ROUNDHOUSE
DAMAGE BLOCK	DAMAGE BLOCK	DAMAGE BLOCK	DAMAGE BLOCK	DAMAGE BLOCK	DAMAGE BLOCK
6% H/L	11% H/L	15% H/L	7% L	16% H/L	16% H/L

CLOSE

JAB	STRONG	FIERCE	SHORT	FORWARD	ROUNDHOUSE
DAMAGE BLOCK	DAMAGE BLOCK	DAMAGE BLOCK	DAMAGE BLOCK	DAMAGE BLOCK	DAMAGE BLOCK
6% H/L	11% H/L	16% OR 15% H/L	7% L	12% H/L	16% H/L

CROUCHING

JAB	STRONG	FIERCE	SHORT	FORWARD	ROUNDHOUSE
DAMAGE BLOCK	DAMAGE BLOCK	DAMAGE BLOCK	DAMAGE BLOCK	DAMAGE BLOCK	DAMAGE BLOCK
6% H/L	9% H/L	13% L	6% L	13% H/L	13% H/L

JUMPING TOWARD

JAB	STRONG	FIERCE	SHORT	FORWARD	ROUNDHOUSE
DAMAGE BLOCK	DAMAGE BLOCK	DAMAGE BLOCK	DAMAGE BLOCK	DAMAGE BLOCK	DAMAGE BLOCK
7% H/A	10% OR 12% H/A	13% OR 15% H/A	8% H/A	10% OR 13% H/A	15% OR 16% H/A

JUMPING UP

JAB	STRONG	FIERCE	SHORT	FORWARD	ROUNDHOUSE
DAMAGE BLOCK	DAMAGE BLOCK	DAMAGE BLOCK	DAMAGE BLOCK	DAMAGE BLOCK	DAMAGE BLOCK
7% H/A	10% OR 12% H/A	13% OR 15% H/A	8% H/A	10% OR 13% H/A	15% OR 16% H/A

SPECIAL MOVES

DEMITRI



BAT SPIN

↓↙← + ANY KICK (CAN BE DONE IN AIR)
DAMAGE 6% + 6% + 6% BLOCK H

BAT DIVE

← OR → + STRONG OR FIERCE
DAMAGE VARIABLE BLOCK NA

CHAOS FLARE

↓↘→ + ANY PUNCH
DAMAGE 7% BLOCK H/L/A

SPECIAL

DAMAGE 13% BLOCK H/L

AIR CHAOS FLARE

(IN AIR) ↓↘→ + ANY PUNCH
DAMAGE 7% BLOCK A

SPECIAL

DAMAGE 13% BLOCK NA

NEGATIVE STOLEN

→↘↓↙←↖(360°) + STRONG OR FIERCE
DAMAGE VARIABLE BLOCK NA

MIDNIGHT FURY

↓↘→↓↘→ + ALL THREE PUNCHES
DAMAGE 2% x3 + 27% BLOCK NA

DEMON CRADLE

→↓↘ + ANY PUNCH
DAMAGE 13% BLOCK H/L

SPECIAL

DAMAGE 5% x5 BLOCK H/L

DEMON CRADLE




→↘(DASH) →↓↘ + ANY PUNCH
DAMAGE 16% BLOCK H/L




SPECIAL





DAMAGE 5% x5 BLOCK H/L

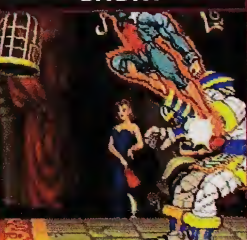

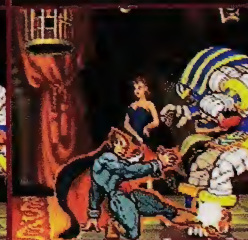

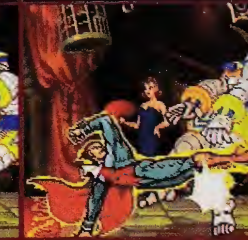
COMBOS


DEMITRI





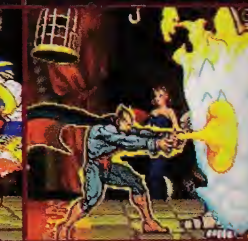
3 HIT JUMP-IN COMBO NOVICE / 33%			
DEMITRI	O		
J. TALBAIN	O	-13%-	-7%-
ANAKARIS	O	FIERCE	SHORT
SASQUATCH	O		-13%- ↓ ↓ ↓ ANY PUNCH
L. RAPTOR	O		
MORRIGAN	O		
FELICIA	O		
BISHAMON	O		
RIKUO	O		
VICTOR	O		

3 HIT JUMP-IN COMBO EXPERT / 29%			
DEMITRI	O		
J. TALBAIN	O	-13%-	-9%-
ANAKARIS	O	FIERCE	STRONG
SASQUATCH	O		-7%- ↓ ↓ ↓ FIERCE
L. RAPTOR	O		
MORRIGAN	O		
FELICIA	O		
BISHAMON	O		
RIKUO	O		
VICTOR	O		

4 HIT JUMP-IN CHAIN COMBO NOVICE / 43%				
DEMITRI	O			
J. TALBAIN	O	-15%-	-6%-	-9%-
ANAKARIS	O	ROUNDHOUSE	JAB	STRONG
SASQUATCH	O			-13%-
L. RAPTOR	O			
MORRIGAN	O			
FELICIA	O			
BISHAMON	O			
RIKUO	O			
VICTOR	O			

5 HIT AIR CHAIN CORNER COMBO ADVANCED / 50%					
DEMITRI	O				
J. TALBAIN	O	-8%-	-10%-	-6%-	-13%-
ANAKARIS	O	SHORT	FORWARD	SHORT	FORWARD
SASQUATCH	O				ROUNDHOUSE
L. RAPTOR	O				
MORRIGAN	O				
FELICIA	O				
BISHAMON	O				
RIKUO	O				
VICTOR	O				

4 HIT CROSS-UP COMBO ADVANCED / 40%				
DEMITRI	O			
J. TALBAIN	O	-10%-	-6%-	-11%-
ANAKARIS	O	FORWARD	SHORT	STRONG
SASQUATCH	O			-13%-
L. RAPTOR	O			
MORRIGAN	O			
FELICIA	O			
BISHAMON	O			
RIKUO	O			
VICTOR	O			

5 HIT AIR CHAIN CORNER COMBO ADVANCED / 40%					
DEMITRI	O				
J. TALBAIN	O	-8%-	-10%-	-6%-	-9%-
ANAKARIS	O	SHORT	FORWARD	JAB	STRONG
SASQUATCH	O				-7%- ↓ ↓ ↓ FIERCE
L. RAPTOR	O				
MORRIGAN	O				
FELICIA	O				
BISHAMON	O				
RIKUO	O				
VICTOR	O				

COMBOS

DEMITRI

11 HIT CORNER SPECIAL COMBO ADVANCED / 37%

-18%-
↓↙← + ROUNDHOUSE
(SPECIAL)

DEMITRI O
J. TALBAIN O
ANAKARIS O
SASQUATCH O
L. RAPTOR O
MORRIGAN O
FELICIA O
BISHAMON O
RIKUO O
VICTOR O



CONTD.

-6%-
SHORT

-13%-
ROUNDHOUSE



8 HIT AIR CHAIN SPECIAL COMBO ADVANCED / 48%

-7%-

-10%-

-6%-

-25%-
→↓↘ + ANY PUNCH
(SPECIAL)

JAB

FORWARD

SHORT

DEMITRI X
J. TALBAIN X
ANAKARIS O
SASQUATCH X
L. RAPTOR X
MORRIGAN X
FELICIA X
BISHAMON O
RIKUO X
VICTOR O



CONTD.



6 HIT AIR CHAIN CORNER COMBO EXPERT / 49%

-7%-

-8%-

-10%-

-6%-

-11%-

-7%-
↓↙↘ +
FIERCE

JAB

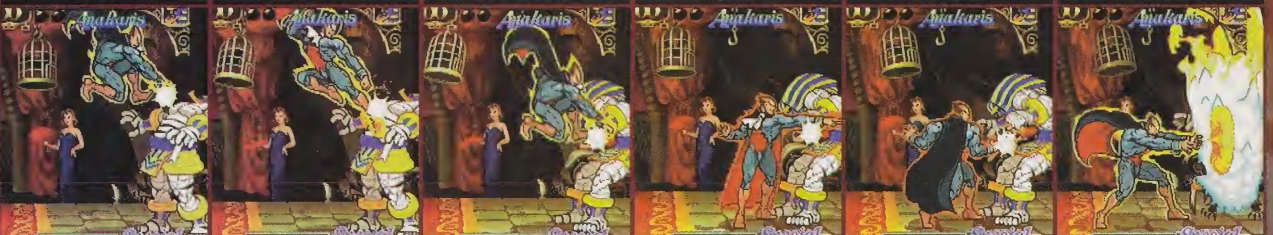
SHORT

STRONG

JAB

STRONG

DEMITRI X
J. TALBAIN X
ANAKARIS O
SASQUATCH X
L. RAPTOR X
MORRIGAN X
FELICIA X
BISHAMON O
RIKUO X
VICTOR O

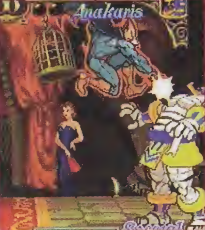

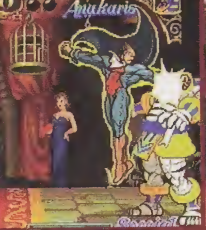




COMBOS

DEMITRI

6 HIT AIR CHAIN CORNER COMBO

EXPERT / 61%

DEMITRI	X					
J. TALBAIN	X	-7%-	-8%-	-13%-	-11%-	-15%-
ANAKARIS	O	JAB	SHORT	FIERCE	STRONG	FIERCE
SASQUATCH	O					
L. RAPTOR	X					
MORRIGAN	X					
FELICIA	X					
BISHAMON	O					
RIKUO	X					
VICTOR	O					






6 HIT AIR CHAIN CORNER COMBO

EXPERT / 58%

DEMITRI	X					
J. TALBAIN	X	-7%-	-8%-	-13%-	-6%-	-11%-
ANAKARIS	O	JAB	SHORT	FIERCE	JAB	STRONG
SASQUATCH	O					
L. RAPTOR	X					
MORRIGAN	X					
FELICIA	X					
BISHAMON	O					
RIKUO	X					
VICTOR	O					

6 HIT AIR CHAIN CORNER COMBO

EXPERT / 61%

DEMITRI	X					
J. TALBAIN	X	-7%-	-8%-	-15%-	-9%-	-9%-
ANAKARIS	O	JAB	SHORT	ROUNDHOUSE	STRONG	STRONG
SASQUATCH	O					
L. RAPTOR	X					
MORRIGAN	X					
FELICIA	X					
BISHAMON	O					
RIKUO	X					
VICTOR	O					

8 HIT AIR CHAIN CORNER COMBO

ADVANCED / 67%

DEMITRI	X				
J. TALBAIN	X	-7%-	-8%-	-10%-	-6%-
ANAKARIS	O	JAB	SHORT	FORWARD	JAB
SASQUATCH	O				
L. RAPTOR	X				
MORRIGAN	X				
FELICIA	X				
BISHAMON	O				
RIKUO	X				
VICTOR	O				

	-6%-	-6%-	-11%-	-13%-
	JAB	JAB	STRONG	ROUNDHOUSE
				

STRATEGIES

DEMITRI

As one of the most well rounded characters in DarkStalkers, Demitri is equally effective for either the novice or the expert. Special Move commands are identical to that of Ryu from Capcom's Street Fighter II (fireball and uppercut motion), making him easy to pick up. In addition, Demitri's powerful attacks and simple chain combos make him a formidable opponent..

Demitri's best offense is the Chaos Flare. Both ground and air Chaos Flares travel the length of the screen making it difficult for opponents to approach. With this, he can set up his game by luring players to jump in at him. As soon as the opponent jumps towards him, either a standing forward kick or a Demon Cradle can be used to counter. This strategy, when done enough, is sure to annoy just about anyone. In addition, Demitri can also have two projectiles on screen at once, one high Chaos Flare and one low Chaos Flare to further add to the mix.

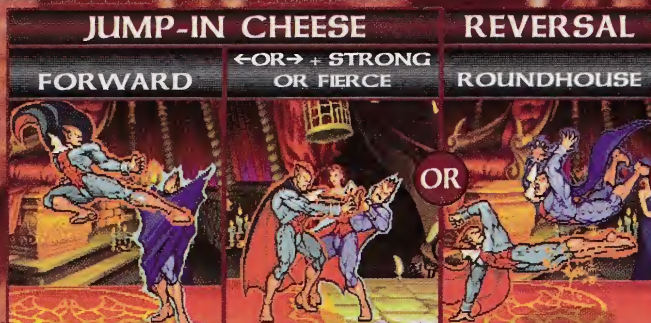
For characters with effective methods for dealing with projectiles, such as Victor or Felicia, you should be more cautious and try not to throw too many fireballs. The super Chaos Flare can be very effective against other projectile characters. If performed early enough, it will take out the opponents projectile and hit the opponent before they can recover. The super Chaos Flare can also be done in the air as another method of surprise.

Possibly one of Demitri's most versatile moves is the dash. First of all, a diagonal Demon Cradle or diagonal super Demon Cradle can be performed from either the front or back dash. Second, the speed at

which it travels provides a great camouflage for either a Bat Dive, a Negative Stolen or a Midnight Pleasure. Finally, it passes through projectiles easily. This dash, if used properly, can be the basis of Demitri's game, quickly dashing backwards and forwards coaxing your opponent to mistakenly walk into a diagonal Demon Cradle. Demitri's dash also allows him to pass through your opponent's character (sprite); if used correctly, this cross-up can be performed as your opponent is rising from a fall to confuse them into guessing which direction to block an incoming attack.

Though not very useful in most cases, the Bat Spin can easily fool an opponent trying to hit you out of the air. Simply jump at the opponent, and rather than hitting an attack while coming down, Bat Spin at the height of your jump. If your opponent tries to hit you in the air, you should throw off their timing with the Spin and hit them while they are stuck in their attack animation. With the super Bat Spin, this becomes even more painful.

GUARD REVERSAL



Jump in with a late forward and follow it up with a throw to wake up defensive players. If your opponent anticipates your cheese, throw out a low roundhouse or perform a Bat Spin at the height of your jump for the reversal.

DASH-IN STRATEGY



When Dashing, grab unexpected opponents, or perform a Midnight Fury for even more damage. Use a low Roundhouse or Demon Cradle for the reversal.

ANTI-AIR MOVES



Demitri's Forward kick and Demon Cradle are excellent anti-air attacks.

JON TALBAIN

(WEREWOLF)



NAME
JON TALBAIN
TIME PERIOD
1940 A.D.
HEIGHT
6 ft. 1 in.
WEIGHT
154 lbs.
ORIGIN
ENGLAND

POSES

ION TALBAIN



1P COLOR



WIN/LOSS PORTRAITS



2P COLOR



WIN 1



WIN 2



DRAW



TIME OVER



DASH →



DASH ←



CURSED



BURNED



SHOCKED



STABBED



GRAB MISS



SPIRIT HOLD



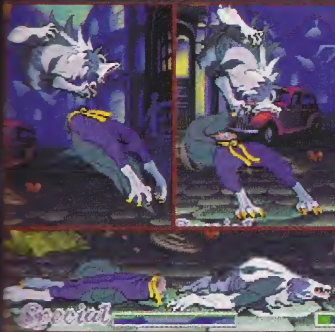
POISONED



TRIPPED



SLICED



HIT



ATTACKS

JON TALBAIN

STANDING

JAB		STRONG		FIERCE		SHORT		FORWARD		ROUNDHOUSE	
DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK
6%	H/L	6% + 6%	H/L	7% + 6%	H/L	5%	H/L	9%	H/L	12%	H/L

CLOSE

JAB		STRONG		FIERCE		SHORT		FORWARD		ROUNDHOUSE	
DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK
6%	H/L	6% + 6%	H/L	7% + 6%	H/L	5%	H/L	9%	H/L	12%	H/L

CROUCHING

JAB		STRONG		FIERCE		SHORT		FORWARD		ROUNDHOUSE	
DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK
6%	L	7%	L	6% + 10%	H/L	5%	L	9%	H/L	12%	L

JUMPING

JAB		STRONG		FIERCE		SHORT		FORWARD		ROUNDHOUSE	
DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK
7%	H/A	9%	H/A	12%	H/A	6%	H/A	8%	H/A	10%	H/A

DASHING

JAB		STRONG		FIERCE		SHORT		FORWARD		ROUNDHOUSE	
DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK
7%	H/A	9%	H/A	12%	H/A	6%	H/A	8%	H/A	10%	H/A

SPECIAL MOVES

JON TALBAIN

← OR → + FORWARD OR ROUNDHOUSE

DAMAGE
VARIABLE

BLOCK
NA



← OR → + STRONG OR FIERCE

DAMAGE
VARIABLE

BLOCK
NA



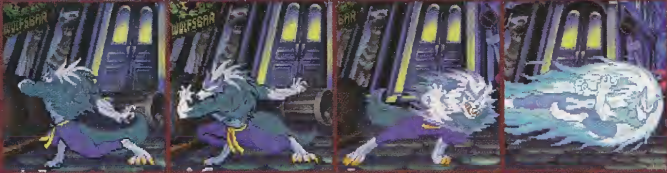
↓ ↘ + ANY PUNCH

DAMAGE

BLOCK

JAB-13%, STRONG-15%, FIERCE-15%

H/L/A

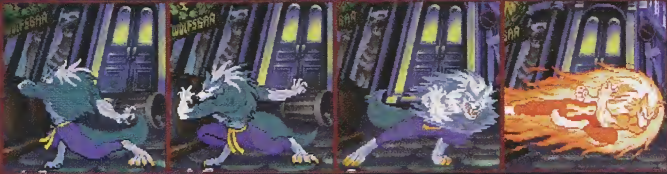


DAMAGE

BLOCK

JAB-15%, STRONG-8% x2, FIERCE-6% x3

H/L/A



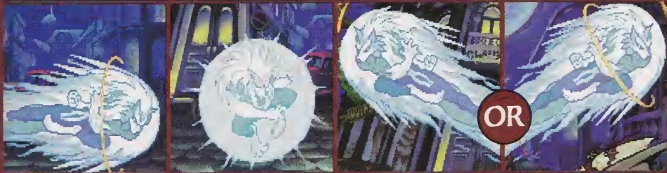
← ↙ ↓ ↘ + ANY PUNCH (↖ OR ↗ + ANY PUNCH)

DAMAGE

BLOCK

20% + 15%

H/L



↓ ↙ ↗ + ANY PUNCH (↘ + ANY PUNCH)

DAMAGE

BLOCK

20% + 15%

H/L



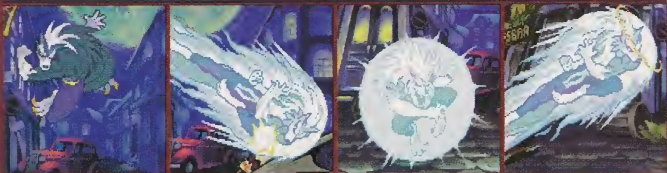
JUMP ↖ ↙ ↓ ↘ + ANY PUNCH (↗ + ANY PUNCH)

DAMAGE

BLOCK

20% + 15%

H/L



JUMP ↑ + STRONG OR FIERCE

DAMAGE
VARIABLE

BLOCK
NA



↓ ↑ + ANY KICK

DAMAGE
15% or 12%

BLOCK



JUMP ↘ ↙ ↓ + ANY PUNCH

DAMAGE

BLOCK

JAB-13%, STRONG-15%, FIERCE-15%

H/L/A



DAMAGE

BLOCK

JAB-15%, STRONG-8% x2, FIERCE-6% x3

H/L/A



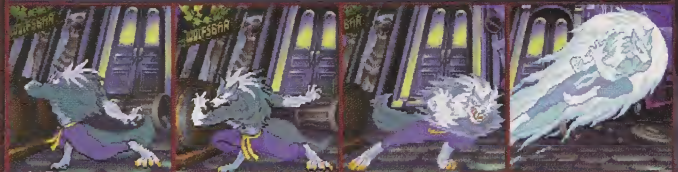
→ ↓ ↘ + ANY PUNCH

DAMAGE

BLOCK

JAB-13%, STRONG-15%, FIERCE-15%

H/L



DAMAGE

BLOCK

JAB-15%, STRONG-8% x2, FIERCE-6% x3





H/L



COMBOS

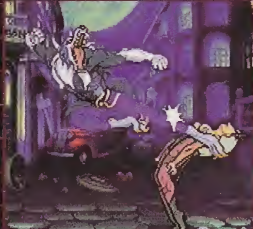


4 HIT JUMP-IN CHAIN COMBO

NOVICE / 34%

DEMITRI	O	-8%-	-5%-	-9%-	-12%-
J. TALBAIN	O	FORWARD	SHORT	FORWARD	ROUNDHOUSE
ANAKARIS	O				
SASQUATCH	O				
L. RAPTOR	O				
MORRIGAN	O				
FELICIA	O				
BISHAMON	O				
RIKUO	O				
VICTOR	O				




3 HIT JUMP-IN COMBO

NOVICE / 25%

DEMITRI	O	-8%-	-5%-	-12%-
J. TALBAIN	O	FORWARD	SHORT	ROUNDHOUSE
ANAKARIS	O			
SASQUATCH	O			
L. RAPTOR	O			
MORRIGAN	O			
FELICIA	O			
BISHAMON	O			
RIKUO	O			
VICTOR	O			




4 HIT JUMP-IN CHAIN COMBO

NOVICE / 25%

DEMITRI	O	-8%-	-5%-	-6% + 6%-
J. TALBAIN	O	FORWARD	SHORT	STRONG
ANAKARIS	O			
SASQUATCH	O			
L. RAPTOR	O			
MORRIGAN	O			
FELICIA	O			
BISHAMON	O			
RIKUO	O			
VICTOR	O			




3 HIT JUMP-IN COMBO

NOVICE / 30%

DEMITRI	O	-8%-	-7%-	-15%-
J. TALBAIN	O	FORWARD	STRONG	↓ ↘ ↙ + FIERCE
ANAKARIS	O			
SASQUATCH	O			
L. RAPTOR	O			
MORRIGAN	O			
FELICIA	O			
BISHAMON	O			
RIKUO	O			
VICTOR	O			


4 HIT JUMP-IN SPECIAL COMBO

NOVICE / 31%


DEMITRI	O	-8%-	-7%-	-8% x 2-
J. TALBAIN	O	FORWARD	STRONG	↓ ↘ ↙ + STRONG
ANAKARIS	O			
SASQUATCH	O			
L. RAPTOR	O			
MORRIGAN	O			
FELICIA	O			
BISHAMON	O			
RIKUO	O			
VICTOR	O			

COMBOS


JON TALBAIN

		4 HIT JUMP-IN COMBO ADVANCED / 38%			
DEMITRI	O				
J. TALBAIN	O	-8%-	-6%-	-9%-	-15%- ↓↑→+
ANAKARIS	O	FORWARD	JAB	FORWARD	FIERCE
SASQUATCH	O				
L. RAPTOR	O				
MORRIGAN	O				
FELICIA	O				
BISHAMON	O				
RIKUO	O				
VICTOR	O				






		5 HIT JUMP-IN CHAIN COMBO ADVANCED / 32%			
DEMITRI	O				
J. TALBAIN	O	-8%-	-5%-	-6%-	-7% + 6%-
ANAKARIS	O	FORWARD	SHORT	STRONG	FIERCE
SASQUATCH	O				
L. RAPTOR	O				
MORRIGAN	O				
FELICIA	O				
BISHAMON	O				
RIKUO	O				
VICTOR	O				







		6 HIT JUMP-IN SPECIAL COMBO ADVANCED / 42%			
DEMITRI	O				
J. TALBAIN	O	-8%-	-6%-	-7%-	-7% x3- ↓↑
ANAKARIS	O	FORWARD	JAB	STRONG	ANY KICK
SASQUATCH	O				
L. RAPTOR	O				
MORRIGAN	O				
FELICIA	O				
BISHAMON	O				
RIKUO	O				
VICTOR	O				






		5 HIT JUMP-IN CHAIN SPECIAL COMBO ADVANCED / 38%			
DEMITRI	O				
J. TALBAIN	O	-8%-	-5%-	-9%-	-8% x2- ↓↑→+
ANAKARIS	O	FORWARD	SHORT	FORWARD	STRONG
SASQUATCH	O				
L. RAPTOR	O				
MORRIGAN	O				
FELICIA	O				
BISHAMON	O				
RIKUO	O				
VICTOR	O				






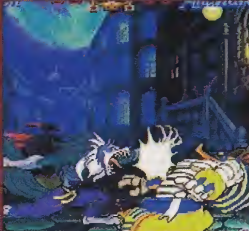

		4 HIT JUMP-IN SPECIAL COMBO EXPERT / 50%			
DEMITRI	O				
J. TALBAIN	O	-8%-	-7%-	-20%- ←↓↑→+	-15%- ←↓↑→+
ANAKARIS	O	FORWARD	STRONG	ANY PUNCH	ANY PUNCH
SASQUATCH	O				
L. RAPTOR	O				
MORRIGAN	O				
FELICIA	O				
BISHAMON	O				
RIKUO	O				
VICTOR	O				

COMBOS

5 HIT JUMP-IN SPECIAL COMBO					
EXPERT / 53%					
DEMITRI	O	-8%-	-5%-	-5%-	-20%-
J. TALBAIN	O	FORWARD	SHORT	SHORT	←↓→+ ANY PUNCH
ANAKARIS	O				↑+ ANY PUNCH
SASQUATCH	O				
L. RAPTOR	O				
MORRIGAN	O				
FELICIA	O				
BISHAMON	O				
RIKUO	O				
VICTOR	O				

6 HIT JUMP-IN CORNER SPECIAL COMBO					
EXPERT / 43%					
DEMITRI	O	-8%-	-5%-	-9%-	-7% x3-
J. TALBAIN	O	FORWARD	SHORT	FORWARD	↑ ANY KICK
ANAKARIS	O				
SASQUATCH	O				
L. RAPTOR	O				
MORRIGAN	O				
FELICIA	O				
BISHAMON	O				
RIKUO	O				
VICTOR	O				

5 HIT JUMP-IN SPECIAL COMBO					
EXPERT / 58%					
DEMITRI	O	-8%-	-6%-	-9%-	-20%-
J. TALBAIN	O	FORWARD	JAB	FORWARD	←↓→+ ANY PUNCH
ANAKARIS	O				↑+ ANY PUNCH
SASQUATCH	O				
L. RAPTOR	O				
MORRIGAN	O				
FELICIA	O				
BISHAMON	O				
RIKUO	O				
VICTOR	O				

7 HIT CROSS-UP COMBO				
EXPERT / 41%				
DEMITRI	X	-8%-	-5%-	-5%-
J. TALBAIN	X	FORWARD	SHORT	SHORT
ANAKARIS	O			
SASQUATCH	X			
L. RAPTOR	X			
MORRIGAN	X			
FELICIA	X			
BISHAMON	O			
RIKUO	X			
VICTOR	O			
		-5%-	-7% + 6%-	
		SHORT	FIERCE	
				

STRATEGIES

JON TALBAIN

Jon Talbain is probably the best character for new DarkStalkers players since his special moves are both rolling motions, as well as charge motions. His speed, and numerous special moves make him a healthy choice for both the novice and the fighting fanatic.

Since Jon doesn't have many un-counterable techniques, it is important to use his speed to your advantage. For this reason, dashing is vital. A dashing forward kick followed by either a Climbing Razor or a grab leaves little time for reaction, forcing your opponent to guess. On a speed setting of Three, your opponent's reaction time is almost cut in half, giving you even more of an advantage.

It is also possible to dash behind the opponent while they are rising from a knockdown and catch them with a chain. However, against experienced players, a throw is less often countered than a chain and should be more frequently used.

Talbain's main advantage against projectiles is the ability to walk right under them. At close range, Jon can easily slip under a fireball and combo the opponent while they are recovering. This tactic alone forces your rival to resort to other methods for keeping you away. Once the projectiles stop, resort to other methods to force another fireball onslaught (namely a barrage of throws and poking attacks).

The ground Luna's Hammer is perhaps Jon Talbain's best attack for the patient turtle. The quick recovery allows him to safely peck away at the opponent's energy bar and build up your super gauge simultaneously. The Luna's Hammer can also be chained to combos for even more damage. When powered up, use the super Luna's Hammer in a combo, and

change its direction after the first hit so that it juggles your fallen opponent. This can become very aggravating for your opponent, so use it as often as possible. When jumping in, Jon can chain a diagonal downward air Luna's Hammer after a jumping forward kick for two hits. When powered up, this does even more damage.

Jon's Climbing Razor, standing short, and low fierce are all effective moves against a jumping opponent. Even though the fierce and short are ideal for the beginner to use, they can be countered by certain characters and should be substituted for Jon's Climbing Razor if possible. The Climbing Razor can be chained to combos, and can be done after standing attacks for that added insult because it has no charge time. Performing a short Climbing Razor doesn't travel forward, but rather leaves Jon in the same place he started, so it's a great way to build up your special gauge against a slow opponent.

Though Jon isn't in the top bracket of characters on the ranking chart, it is possible to defeat even the top seeded characters with him. This might not be easy, but with practice and determination, this DarkStalker can become the deadliest of foes.

GUARD REVERSAL



FIREBALL COUNTER



At close range, it is possible to walk under the enemy's fireball and combo while they are still in recovery.

DASH BEHIND FAKE-OUT



Trip the opponent with roundhouse and immediately dash behind them. Then follow up with either a roundhouse or a chain.

AIR TWO-IN-ONE



Try jumping on the the opponent with an early forward and then 2-in-1 into an air Luna's Hammer.

ANTI-AIR MOVE



Both the Climbing Razor and low fierce are ideal for intercepting a jumping opponent.

ANNOYANCE



Jon can immediately recover from the jab Luna's Hammer. Use this technique against turtles.

VICTOR

(FRANKENSTEIN)

NAME
VICTOR VON
GERDENHEIM
TIME PERIOD
1830 A.D.

HEIGHT
8 ft. 1 in.

WEIGHT
507 lbs.

ORIGIN
GERMANY



POSES

VICTOR

1P COLOR

WIN/LOSS PORTRAITS

2P COLOR



WIN 1

WIN 2

DRAW

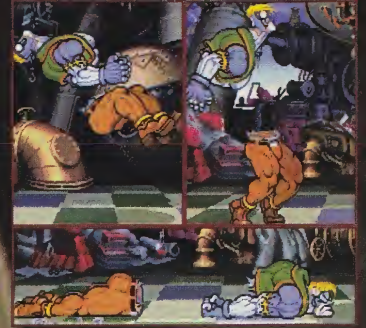
TIME OVER



TRIPPED



SLICED



CURSED

BURNED

SHOCKED

STABBED



SPIRIT HOLD

POISONED

GRAB MISS



DASH ←



STUNNED



ATTACKS

VICTOR

STANDING

JAB	STRONG	FERCE*	SHORT	FORWARD	ROUNDHOUSE*
DAMAGE 7%	DAMAGE 12%	DAMAGE 16%	DAMAGE 8%	DAMAGE 13%	DAMAGE 16%
BLOCK H/L	BLOCK H/L	BLOCK H/L	BLOCK H/L	BLOCK H/L	BLOCK H/L

CLOSE

JAB	STRONG	FERCE*	SHORT	FORWARD	ROUNDHOUSE
DAMAGE 7%	DAMAGE 12%	DAMAGE 16%	DAMAGE 8%	DAMAGE 13%	DAMAGE 16% OR 13%
BLOCK H/L	BLOCK H/L	BLOCK H/L	BLOCK H/L	BLOCK H/L	BLOCK H/L

CROUCHING

JAB	STRONG	FERCE*	SHORT	FORWARD	ROUNDHOUSE
DAMAGE 7%	DAMAGE 13%	DAMAGE 16% OR 15%	DAMAGE 7%	DAMAGE 12%	DAMAGE 15%
BLOCK H/L	BLOCK H/L	BLOCK H/L	BLOCK L	BLOCK L	BLOCK L

JUMPING TOWARD

JAB	STRONG	FERCE	SHORT	FORWARD	ROUNDHOUSE
DAMAGE 9%	DAMAGE 12%	DAMAGE 15%	DAMAGE 9%	DAMAGE 12%	DAMAGE 15%
BLOCK H/A	BLOCK H/A	BLOCK H/A	BLOCK H/A	BLOCK H/A	BLOCK H/A

JUMPING UP

JAB	STRONG	FERCE	SHORT	FORWARD	ROUNDHOUSE
DAMAGE 9%	DAMAGE 12%	DAMAGE 16%	DAMAGE 9%	DAMAGE 12%	DAMAGE 15%
BLOCK H/A	BLOCK H/A	BLOCK H/A	BLOCK H/A	BLOCK H/A	BLOCK H/A

* HOLD DOWN ATTACK BUTTONS FOR VICTOR SHOCK

SPECIAL MOVES

VICTOR



MEGA STRANGLE

←OR→ + FORWARD OR ROUNDHOUSE

DAMAGE	BLOCK
12% + 11% + 11%	NA

JAW SLUGGER

← OR → + STRONG OR FIERCE

DAMAGE	BLOCK
20%	NA

MEGA SHOCK

↓↘ + FORWARD OR ROUNDHOUSE

DAMAGE	BLOCK
VARIABLE	NA

GIGABOMB

↓↙ + ANY KICK

DAMAGE	BLOCK
11%	H/L

MEGA SPIKE

→↘↙↙↙ + ALL THREE PUNCHES

DAMAGE	BLOCK
VARIABLE	NA

GRAVITON KNUCKLE

→ + STRONG OR FIERCE ↓↑ + STRONG OR FIERCE

DAMAGE	BLOCK
VARIABLE	NA

GIGABUSTER

←CHARGE→ + ANY KICK

DAMAGE	BLOCK
15%	H/L

DAMAGE	BLOCK
12% OR 3% + 8%	H/L

GIGAHAMMER

←CHARGE→ + ANY PUNCH

DAMAGE	BLOCK
12%	H/L

DAMAGE	BLOCK
12%	H/L

HI-GIGABUSTER

↙↗ + ANY KICK

DAMAGE	BLOCK
15%	H/L/A

DAMAGE	BLOCK
11%	H/L

SPECIAL

SPECIAL

SPECIAL

GYROCRUSH

↓↙↘ + ANY PUNCH

DAMAGE	BLOCK
11%	H/L

DAMAGE	BLOCK
11%	H/L

THUNDERBREAK

↓ CHARGE ↑ + ANY PUNCH (SPECIAL)

DAMAGE	BLOCK
VARIABLE	H/L

↓ CHARGE ↑ + ALL THREE PUNCHES (SPECIAL)

DAMAGE	BLOCK
VARIABLE	H/L




SPECIAL

SPECIAL




COMBOS

VICTOR




3 HIT JUMP-IN COMBO NOVICE / 32%

DEMITRI	O			
J. TALBAIN	O	-12%-	-7%-	-13%-
ANAKARIS	O	STRONG	SHORT	FIERCE
SASQUATCH	O			
L. RAPTOR	O			
MORRIGAN	O			
FELICIA	O			
BISHAMON	O			
RIKUO	O			
VICTOR	O			




3 HIT JUMP-IN COMBO NOVICE / 33%

DEMITRI	O			
J. TALBAIN	O	-15%-	-7%-	-11%-
ANAKARIS	O	ROUNDHOUSE	SHORT	ANY KICK
SASQUATCH	O			
L. RAPTOR	O			
MORRIGAN	O			
FELICIA	O			
BISHAMON	O			
RIKUO	O			
VICTOR	O			





3 HIT JUMP-IN COMBO NOVICE / 38%

DEMITRI	O			
J. TALBAIN	O	-15%-	-7%-	-16%-
ANAKARIS	O	FIERCE	SHORT	ROUNDHOUSE
SASQUATCH	O			
L. RAPTOR	O			
MORRIGAN	O			
FELICIA	O			
BISHAMON	O			
RIKUO	O			
VICTOR	O			




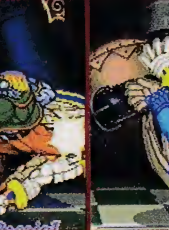

3 HIT JUMP-IN COMBO NOVICE / 37%

DEMITRI	O			
J. TALBAIN	O	-15%-	-7%-	-15%-
ANAKARIS	O	FIERCE	SHORT	HOLD FIERCE
SASQUATCH	O			
L. RAPTOR	O			
MORRIGAN	O			
FELICIA	O			
BISHAMON	O			
RIKUO	O			
VICTOR	O			




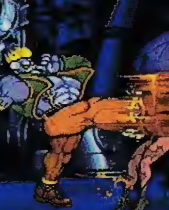
4 HIT JUMP-IN CHAIN CORNER COMBO NOVICE / 50%

DEMITRI	O				
J. TALBAIN	O	-15%-	-8%-	-12%-	-15%-
ANAKARIS	O	ROUNDHOUSE	SHORT	STRONG	ROUNDHOUSE
SASQUATCH	O				
L. RAPTOR	O				
MORRIGAN	O				
FELICIA	O				
BISHAMON	O				
RIKUO	O				
VICTOR	O				

6 HIT CORNER SPECIAL COMBO NOVICE / 32%

DEMITRI	O					
J. TALBAIN	O					
ANAKARIS	O		-11%-		-7%-	-15%-
SASQUATCH	O		ROUNDHOUSE		SHORT	ROUNDHOUSE
L. RAPTOR	O					
MORRIGAN	O					
FELICIA	O					
BISHAMON	O					
RIKUO	O					
VICTOR	O					

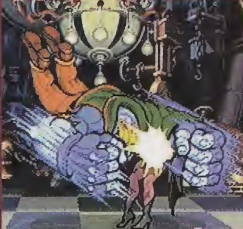
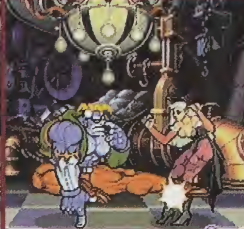
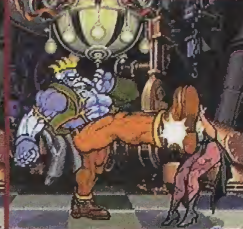
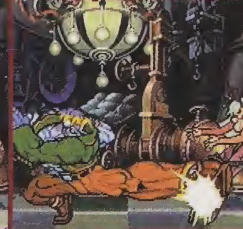
4 HIT JUMP-IN CHAIN COMBO NOVICE / 47%

DEMITRI	O				
J. TALBAIN	O	-12%-	-7%-	-13%-	-15%-
ANAKARIS	O	STRONG	SHORT	FORWARD	ROUNDHOUSE
SASQUATCH	O				
L. RAPTOR	O				
MORRIGAN	O				
FELICIA	O				
BISHAMON	O				
RIKUO	O				
VICTOR	O				

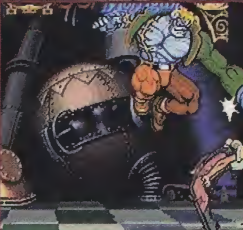


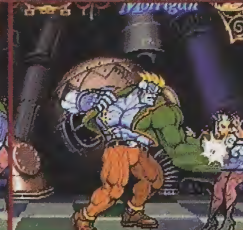
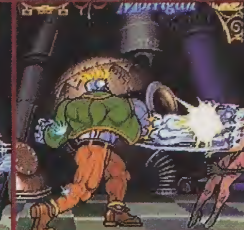
COMBOS

VICTOR

4 HIT JUMP-IN CHAIN COMBO NOVICE / 50%

DEMITRI	O				
J. TALBAIN	O	-15%-	-7%-	-13%-	-15%-
ANAKARIS	O	FIERCE	SHORT	FORWARD	ROUNDHOUSE
SASQUATCH	O				
L. RAPTOR	O				
MORRIGAN	O				
FELICIA	O				
BISHAMON	O				
RIKUO	O				
VICTOR	O				

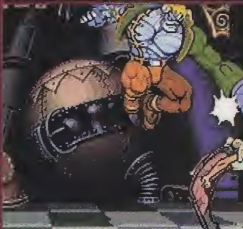
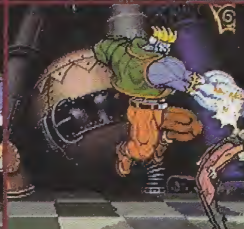


5 HIT AIR CHAIN CORNER COMBO ADVANCED / 55%

DEMITRI	O					
J. TALBAIN	O	-9%-	-12%-	-7%-	-12%-	-15%-
ANAKARIS	O	JAB	STRONG	JAB	STRONG	FIERCE
SASQUATCH	O					
L. RAPTOR	O					
MORRIGAN	O					
FELICIA	O					
BISHAMON	O					
RIKUO	O					
VICTOR	O					


4 HIT JUMP-IN COMBO ADVANCED / 36%

DEMITRI	O				
J. TALBAIN	O	-12%-	-6%-	-7%-	-11%-
ANAKARIS	O	FORWARD	SHORT	JAB	ANY KICK
SASQUATCH	O				
L. RAPTOR	O				
MORRIGAN	O				
FELICIA	O				
BISHAMON	O				
RIKUO	O				
VICTOR	O				

4 HIT AIR CHAIN CORNER COMBO ADVANCED / 40%

DEMITRI	O				
J. TALBAIN	O	-9%-	-12%-	-7%-	-12%-
ANAKARIS	O	JAB	STRONG	JAB	←CHARGE→ FIERCE
SASQUATCH	O				
L. RAPTOR	O				
MORRIGAN	O				
FELICIA	O				
BISHAMON	O				
RIKUO	O				
VICTOR	O				

7 HIT AIR CHAIN CORNER COMBO EXPERT / 65%

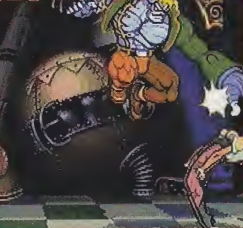
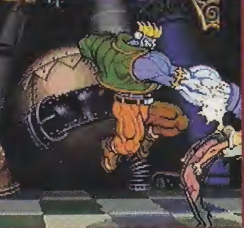

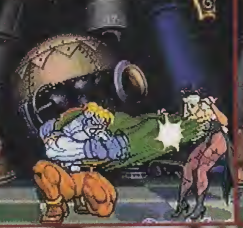
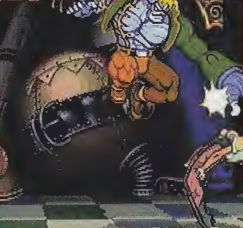
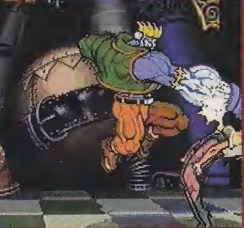

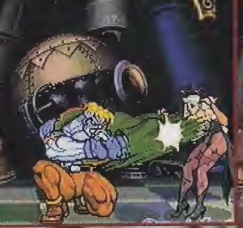
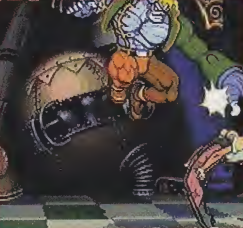
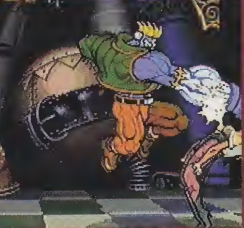

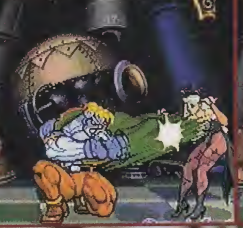
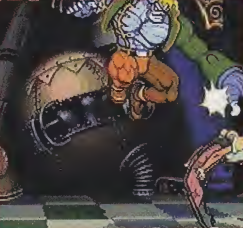
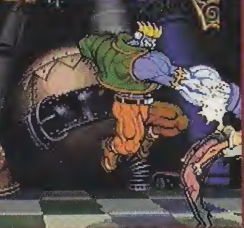

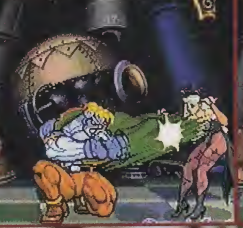
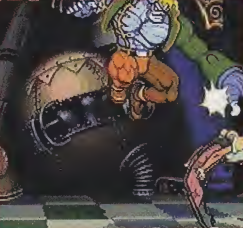
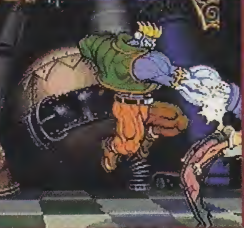

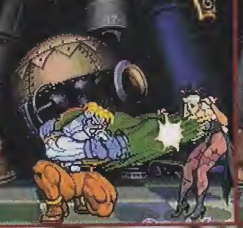
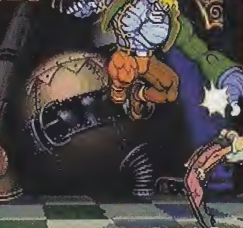
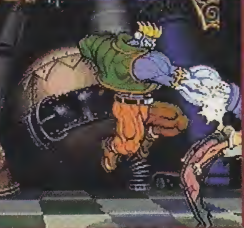

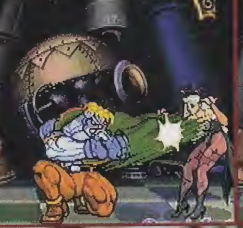
DEMITRI	X						
J. TALBAIN	X	-9%-	-9%-	-15%-	-7%-	-7%-	-7%-
ANAKARIS	O	JAB	SHORT	ROUNDHOUSE	SHORT	SHORT	SHORT
SASQUATCH	O						
L. RAPTOR	X						
MORRIGAN	X						
FELICIA	X						
BISHAMON	X						
RIKUO	X						
VICTOR	O						

COMBOS

VICTOR

5 HIT AIR CHAIN CORNER COMBO

EXPERT / 46%

DEMITRI	O				
J. TALBAIN	O	-9%-	-12%-	-7%-	-7%-
ANAKARIS	O	JAB	STRONG	SHORT	JAB
SASQUATCH	O				-11%- ↓↙↘ ANY KICK
L. RAPTOR	O				
MORRIGAN	O				
FELICIA	O				
BISHAMON	O				
RIKUO	O				
VICTOR	O				

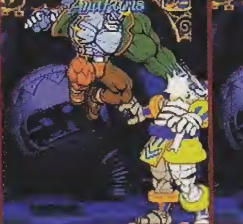



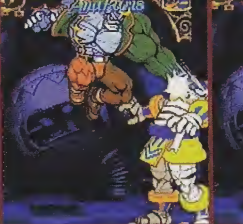



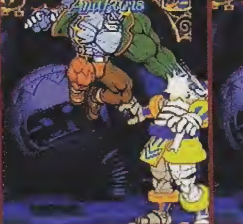



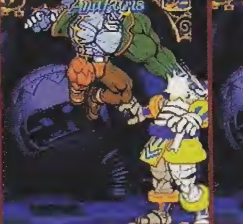



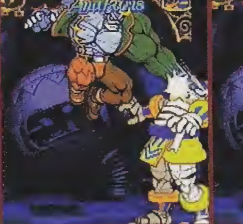



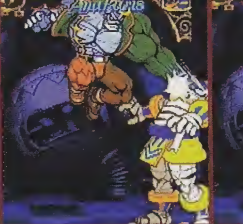



6 HIT AIR CHAIN CORNER COMBO

EXPERT / 59%

DEMITRI	X				
J. TALBAIN	X	-9%-	-9%-	-15%-	-7%-
ANAKARIS	O	JAB	SHORT	FIERCE	SHORT
SASQUATCH	X				-7%-
L. RAPTOR	X				
MORRIGAN	X				
FELICIA	X				
BISHAMON	X				
RIKUO	X				
VICTOR	O				

6 HIT AIR CHAIN CORNER COMBO

EXPERT / 58%

DEMITRI	X				
J. TALBAIN	X	-9%-	-9%-	-15%-	-7%-
ANAKARIS	O	JAB	SHORT	ROUNDHOUSE	SHORT
SASQUATCH	X				-7%-
L. RAPTOR	X				
MORRIGAN	X				
FELICIA	X				
BISHAMON	X				
RIKUO	X				
VICTOR	O				

8 HIT AIR CHAIN CORNER COMBO

EXPERT / 69%

DEMITRI	X				
J. TALBAIN	X	-9%-	-9%-	-12%-	-7%-
ANAKARIS	O	JAB	SHORT	FORWARD	SHORT
SASQUATCH	X				
L. RAPTOR	X				
MORRIGAN	X				
FELICIA	X				
BISHAMON	X				
RIKUO	X				
VICTOR	O				
		-7%-	-7%-	-7%-	-11%- ↓↙↘ ANY KICK
		SHORT	SHORT	SHORT	
					

STRATEGIES

VICTOR

Victor is perhaps the most powerful character in Darkstalkers in terms of the damage he inflicts. His brute force is his only real weapon, and when multiple blows are chained together Victor can really cause some headaches.

Victor not only has standard attack moves, but also electrified attacks. Holding the proper attack button down longer than normal allows Victor to electrify his attacks. The electrified attacks take off slightly more damage, and knock down your opponent. Unfortunately, only Victor's crouching fierce electric punch can be chained into a combo, and works great as an anti air move if performed early.

Victor lacks a forward dash move, so getting in close can become quite a task. It's best to stick out attacks alternating between normal punches and kicks and electrified punches and kicks to get your opponent to walk into them. If successful, your opponent will probably opt to play a long range game, hurling fireballs at projectile-less Victor. Once you've gotten your opponent to this point, anticipate their fireballs and slide under them with a Gigabuster, or a close Gigahammer. These moves have frames of animation where the seemingly large Victor can pass under most projectiles. Once you've gotten your opponent on the ground, try sticking out an early crouching roundhouse so that Victor's heel strikes the opponent as they rise, forcing your opponent to block. This is very hard to reverse, and when done against head strong opponents determined to reverse it with an uppercut move, usually ends up in your favor with more damage done to your opponent from failed tries. As a variation, stick out an early standing fierce punch, so that the end of Victor's fist is just barely over your rising

opponents head. If they don't walk into this one trying to reverse it, they're usually forced to take a blocking position.

Because Victor lacks a projectile, he's forced to play a game of defense, keeping opponents away with one two punches and attacks waiting for a chance to come in with a damaging chain combo. Until the golden opportunity arises, Victor's Gigabomb is his best defense to keep opponents from jumping in - it animates fast and is easy to perform.

Once Victor has gotten inside your opponent's defenses, immediately land a chain combo because Victor's damage ratio is much higher with a multi hit combination than it is with a simple throw. Mastering chain combos with Victor is vital to his overall game, and is perhaps his biggest advantage - especially on larger opponents like Anakaris, who is open game to Victor's air combo onslaught. Victor can also air chain on smaller characters, but it requires expert timing.

Overall, Victor is an easy character to pick up and have fun with, but becomes even better with a little time and patience. Making him effective is easy, making him unstoppable requires skill.

GUARD REVERSAL



FIREBALL COUNTER



A properly timed GigaBuster or GigaHammer is Victor's best defense against fireball happy opponents.

ANTI-AIR MOVES



An early roundhouse or electrified fierce punch are ideal for knocking your opponent from the air. For a last minute anti-air attack, use Victor's GigaBomb.

CHEESE STRATEGY



Come in with a late Roundhouse, and follow it up with a throw for an easy cheese. Repeat step one followed with low roundhouse for the variation.

TRADE



Because of Victor's reach, a low roundhouse under a fireball Trade gives him the upper hand. While your opponent is rising, follow them up with a Fierce, this is hard to reverse.

FOLLOW UP



LORD RAPTOR

(ZOMBIE)



NAME
LORD RAPTOR

TIME PERIOD
1889 A.D.

HEIGHT
5 ft. 10 in.

WEIGHT
86 lbs.

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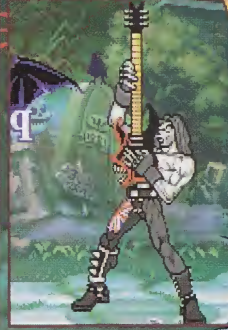
POSES

LORD RAPTOR

1P COLOR

WIN/LOSS PORTRAITS

2P COLOR



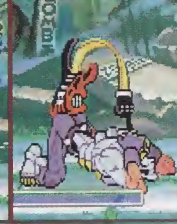
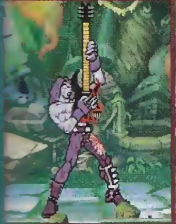
WIN 1

WIN 2

DRAW

TIME OVER

DASHING



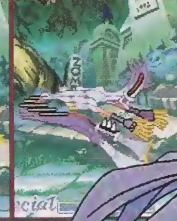
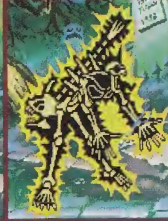
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BURNED

SHOCKED

STABBED

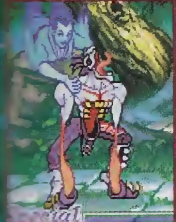
GRAB MISS



SPIRIT HOLD

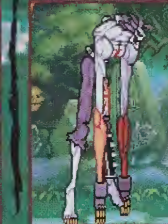
POISONED

SLICED



TRIPPED

JUMPING





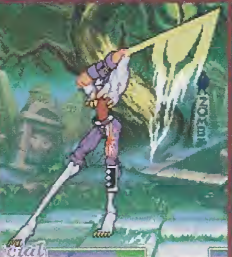
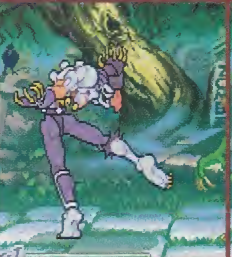
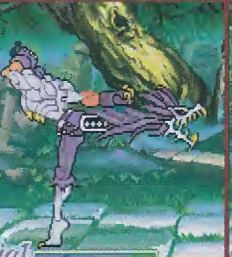
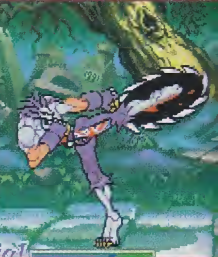
HELL'S GATE SEQUENCE



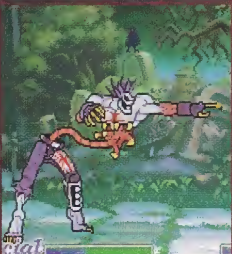
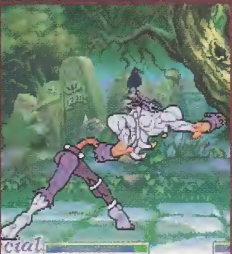


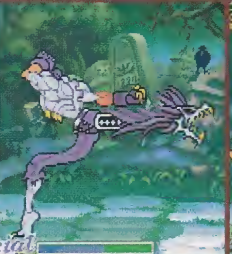

ATTACKS

LORD RAPTOR







STANDING

JAB		STRONG		FIERCE		SHORT		FORWARD		ROUNDHOUSE	
DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK
6%	H/L	9%	H/L	3% + 15%	H/L	7%	L	12%	H/L	15%	H/L
											





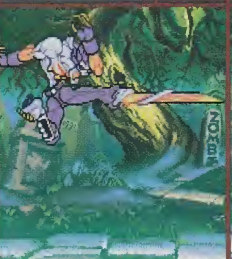

STANDING (Hold Towards)

JAB		STRONG		FIERCE		SHORT		FORWARD		ROUNDHOUSE	
DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK
8%	H/L	12%	H/L	3%+3%+15%	H/L	7%	L	12%	H/L	15% OR 13%	H/L
											




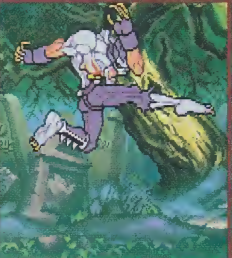
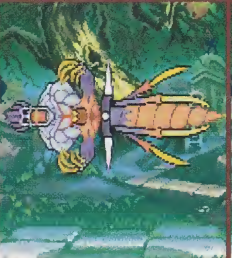
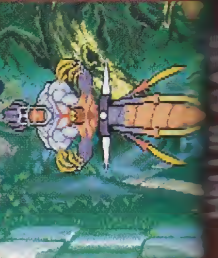
CROUCHING

JAB		STRONG		FIERCE		SHORT		FORWARD		ROUNDHOUSE	
DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK
6%	H/L	8%	H/L	16%	H/L	6%	L	11%	L	12% OR 13%	L
											

JUMPING

JAB		STRONG		FIERCE		SHORT		FORWARD		ROUNDHOUSE	
DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK
7%	H/A	12%	H/A	15%	H/A	8%	H/A	11%	H/A	15%	H/A
											

JUMPING (HOLD DOWN)

JAB		STRONG		FIERCE		SHORT		FORWARD		ROUNDHOUSE	
DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK
7%	H/A	11%	H/A	15%	H/A	7%	H/A	10%	H/A	11%	H/A
											

SPECIAL MOVES

LORD RAPTOR



←OR→ + STRONG OR FIERCE
DAMAGE
BLOCK
VARIABLE NA



←OR→+FORWARD OR ROUNDHOUSE
DAMAGE
BLOCK
VARIABLE NA



JUMP ↑ + STRONG OR FIERCE
DAMAGE
BLOCK
VARIABLE NA



↓↑ + ANY KICK
(WHILE OPPONENT IS DOWN)
DAMAGE
BLOCK
3% + 3% + 3% NA



JUMP ↓↙↘ + ANY KICK
DAMAGE
BLOCK
15% H/L



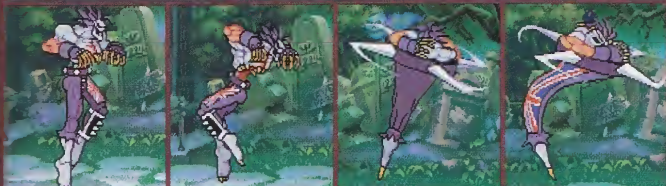
↓↘↗ + STRONG OR FIERCE
DAMAGE
BLOCK
VARIABLE NA



JUMP →↘↓↙↘ + ANY KICK
(SPECIAL)
DAMAGE
BLOCK
19% H/L



↓↙↘ + ANY KICK
DAMAGE
BLOCK
15% H/L



→↘↓↙↘ + ANY KICK (SPECIAL)
DAMAGE
BLOCK
19% H/L



→↙ + ALL THREE PUNCHES (SPECIAL)
DAMAGE
BLOCK
2% + 20% H/L







←↙↓↘↗ + ANY KICK
DAMAGE
BLOCK
0% NA



COMBOS

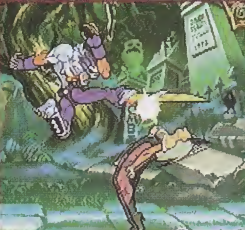
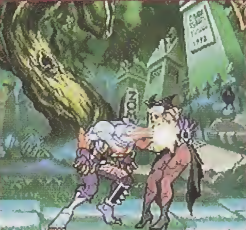
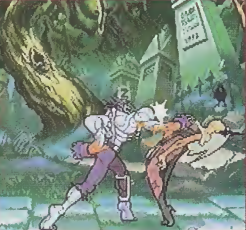

4 HIT JUMP-IN CHAIN COMBO

NOVICE / 40%

DEMITRI	O				
J. TALBAIN	O	-11%-	-6%-	-11%-	-12%-
ANAKARIS	O	FORWARD	SHORT	FORWARD	ROUNDHOUSE
SASQUATCH	O				
L. RAPTOR	O				
MORRIGAN	O				
FELICIA	O				
BISHAMON	O				
RIKUO	O				
VICTOR	O				

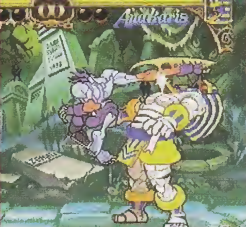
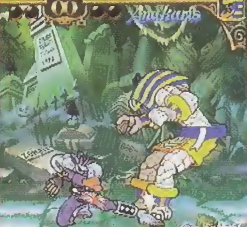
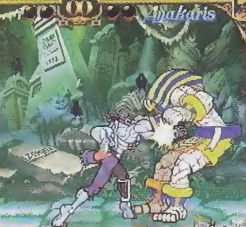
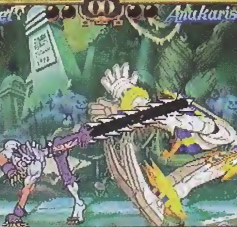
5 HIT JUMP-IN CHAIN COMBO

NOVICE / 44%

DEMITRI	O				
J. TALBAIN	O	-11%-	-6%-	-9%-	-3% + 15%-
ANAKARIS	O	FORWARD	JAB	STRONG	FIERCE
SASQUATCH	O				
L. RAPTOR	O				
MORRIGAN	O				
FELICIA	O				
BISHAMON	O				
RIKUO	O				
VICTOR	O				



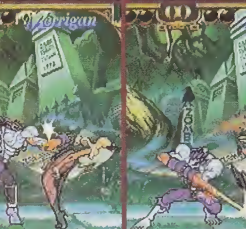
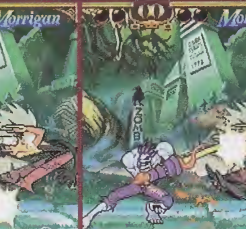
4 HIT JUMP-IN CHAIN COMBO

NOVICE / 40%

DEMITRI	O				
J. TALBAIN	O	-12%-	-6%-	-9%-	-13%-
ANAKARIS	O	STRONG	SHORT	STRONG	ROUNDHOUSE
SASQUATCH	O				
L. RAPTOR	O				
MORRIGAN	O				
FELICIA	O				
BISHAMON	O				
RIKUO	O				
VICTOR	O				

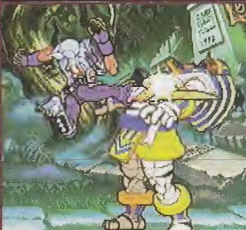
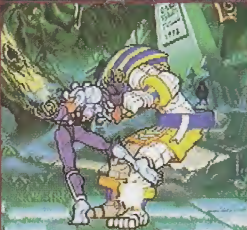
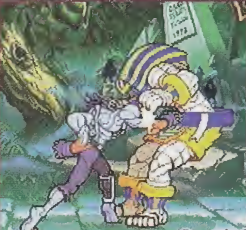

6 JUMP-IN CHAIN COMBO

NOVICE / 47%

DEMITRI	O				
J. TALBAIN	O	-11%-	-6%-	-9%-	-3% + 3% + 15%-
ANAKARIS	O	FORWARD	JAB	STRONG	FIERCE
SASQUATCH	O				
L. RAPTOR	O				
MORRIGAN	O				
FELICIA	O				
BISHAMON	O				
RIKUO	O				
VICTOR	O				

4 HIT JUMP-IN COMBO

ADVANCED / 42%

DEMITRI	O				
J. TALBAIN	O	-11%-	-7%-	-9%-	-15%-
ANAKARIS	O	FORWARD	SHORT	STRONG	ANY KICK
SASQUATCH	O				
L. RAPTOR	O				
MORRIGAN	O				
FELICIA	O				
BISHAMON	O				
RIKUO	O				
VICTOR	O				

COMBOS

LORD RAPTOR

6 HIT CHAIN CORNER COMBO

ADVANCED / 49%

DEMITRI	O					
J. TALBAIN	O	-6%-	-6%-	-6%-	-6%-	-12%-
ANAKARIS	O	SHORT	SHORT	SHORT	SHORT	STRONG
SASQUATCH	O					
L. RAPTOR	O					
MORRIGAN	O					
FELICIA	O					
BISHAMON	O					
RIKUO	O					
VICTOR	O					

7 HIT JUMP-IN CORNER COMBO

ADVANCED / 50%

DEMITRI	O				
J. TALBAIN	O	-11%-	-6%-	-6%-	-6%-
ANAKARIS	O	FORWARD	SHORT	SHORT	SHORT
SASQUATCH	O				
L. RAPTOR	O				
MORRIGAN	O				
FELICIA	O				
BISHAMON	O				
RIKUO	O				
VICTOR	O				

-3% + 3% + 15%-

→
FIERCE



7 HIT JUMP-IN CORNER COMBO

ADVANCED / 52%

DEMITRI	O				
J. TALBAIN	O	-11%-	-6%-	-6%-	-6%-
ANAKARIS	O	FORWARD	SHORT	SHORT	SHORT
SASQUATCH	O				
L. RAPTOR	O				
MORRIGAN	O				
FELICIA	O				
BISHAMON	O				
RIKUO	O				
VICTOR	O				

-5%-

→
STRONG

-3% + 15%-





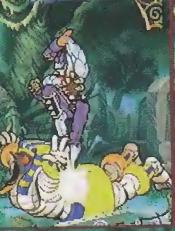





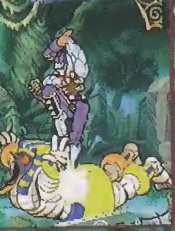





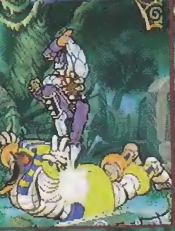





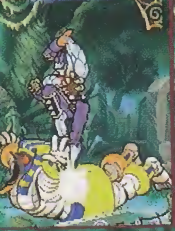





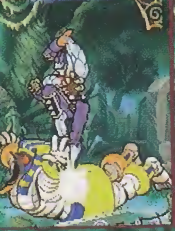





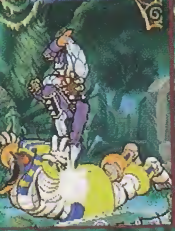





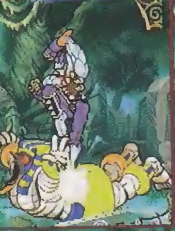

→
FIERCE



COMBOS











































7 HIT JUMP-IN/PURSUIT COMBO

EXPERT / 51%

DEMITRI	O						
J. TALBAIN	O	-11%-	-7%-	-9%-	-15%-	-3% + 3% + 3%-	
ANAKARIS	O	FORWARD	SHORT	STRONG	ANY KICK	ANY KICK	
SASQUATCH	O						
L. RAPTOR	O						
MORRIGAN	O						
FELICIA	O						
BISHAMON	O						
RIKUO	O						
VICTOR	O						






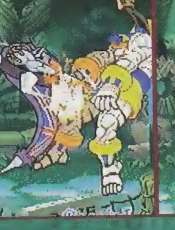





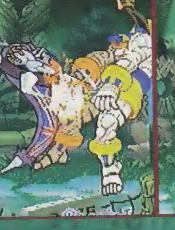





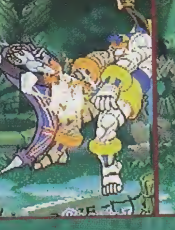





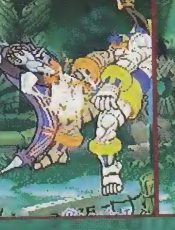





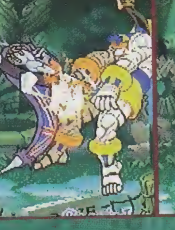





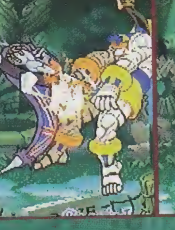





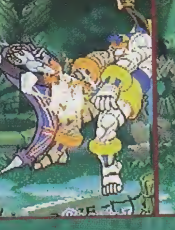
7 HIT JUMP-IN AIR CHAIN COMBO

EXPERT / 55%

DEMITRI	X						
J. TALBAIN	X	-8%-	-11%-	-6%-	-9%-	-3% + 3% + 15%-	
ANAKARIS	O	SHORT	FORWARD	SHORT	STRONG	FIERCE	
SASQUATCH	X						
L. RAPTOR	X						
MORRIGAN	X						
FELICIA	X						
BISHAMON	X						
RIKUO	X						
VICTOR	O						

6 HIT JUMP-IN SPECIAL COMBO

EXPERT / 40%

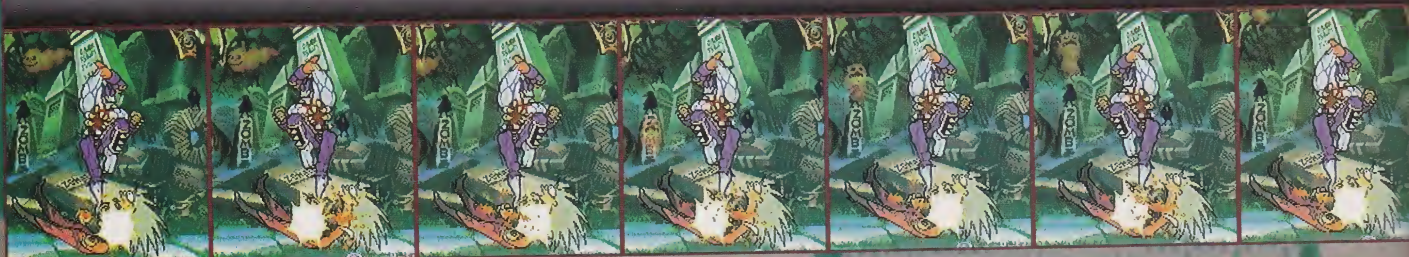
DEMITRI	X						
J. TALBAIN	X	-8%-	-11%-	-6%-	-5% + 5% + 5%-		
ANAKARIS	O	SHORT	FORWARD	SHORT	ANY KICK		
SASQUATCH	X						
L. RAPTOR	X						
MORRIGAN	X						
FELICIA	X						
BISHAMON	X						
RIKUO	X						
VICTOR	O						

13 JUMP-IN/PURSUIT COMBO

EXPERT / 53%

DEMITRI	O						
J. TALBAIN	O	-11%-	-6%-	-5% + 5% + 5%-	-21%-		
ANAKARIS	O	FORWARD	SHORT	ANY KICK	ANY KICK		
SASQUATCH	O						
L. RAPTOR	O						
MORRIGAN	O						
FELICIA	O						
BISHAMON	O						
RIKUO	O						
VICTOR	O						

CONT'D.



STRATEGIES

LORD RAPTOR

Lord Raptor is one of the most aggressive characters in Darkstalkers. Since most of his attacks do not deal much damage, his best method for victory is a constant assault. Raptor's biggest problem is against keep away characters like Victor and Bishamon.

Raptor's main focus is getting close to the opponent, where he is the most effective. From medium range, holding towards with strong and roundhouse serve as great cover while walking forward. Constantly poking your opponent with these two attacks should slowly force them to block. Once you manage to get close, use low forward to antagonize them. If they block this move, follow up with either a low roundhouse to trip them or a holding-towards fierce. Avoid chaining these moves onto the low forward since a small gap in timing is necessary to allow your opponent to counterattack. Once the opponent is in fear of being hit, use his super throw for extra damage.

Lord Raptor's strong while holding down is probably the best attack for jumping towards the opponent. The superb range can often be used as an opener for a long distance combo, (hold-down strong, low forward, hold-towards fierce) which works on most large characters. Another good use for this move is with Raptor's vertical jump. When done in front of the opponent, it forces them to block high when you are airborne. You can then mix this up with a low roundhouse to throw them off.

For defense against jumping opponents, low fierce should be used at close range and a hold-towards roundhouse should be used at a distance. Both, if timed correctly, shield Raptor's body from an incoming attack. Raptor's Death Hurricane and super Death Voltage can also be used; however, they are not practical when used against the faster jumping characters.

Raptor's biggest game is perhaps his unpredictability, because he works well in both the air, and on the ground. Raptor has a forward and backward air and ground dash, added to his walk-

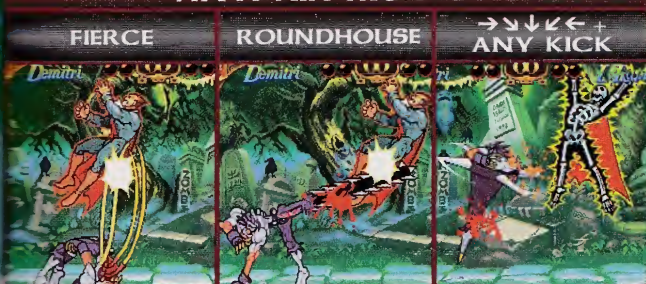
ing crouch move. These simple tactics are excellent for adding to his non-predictability. Quickly dashing towards and away from your opponent poking at them with long range attacks is great for antagonizing your rival, and forcing them to either take the defensive and try to learn your patterns, or angers them into wanting to take the initiative and come in with attacks of their own. In either case, it's best to mix Raptor's Hell's Gate teleport in with your onslaught of poking attacks. The Hell's Gate can be controlled by varying the level of button used for the move. It's best to come up with a simple pattern of appearing in front or behind your opponent at a safe distance, then immediately following it up with another Hell's Gate, only this time appearing right next to your opponent (either in front of or behind) and rushing in for the easy cheese grab, or quick chain combo. When troubled against fireball opponents, dash in or teleport in with a low roundhouse, this move, if timed correctly, easily passes underneath most oncoming projectiles.

Overall, Lord Raptor is one of Darkstalkers' funnest characters to play. His large repertoire of moves and attacks make him ideal for the strategic gamer. First timers might find him a bit unorthodox, but who said a punk rockin' zombie had to be traditional?

GUARD REVERSAL



ANTI-AIR MOVES



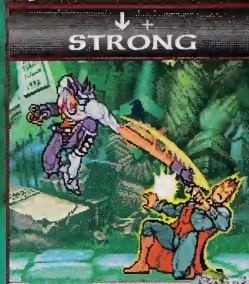
Low Fierce should be used for opponents directly above, and Standing Roundhouse should be used at a distance. For extra damage, try the Death Voltage.

PRESSURE TACTICS



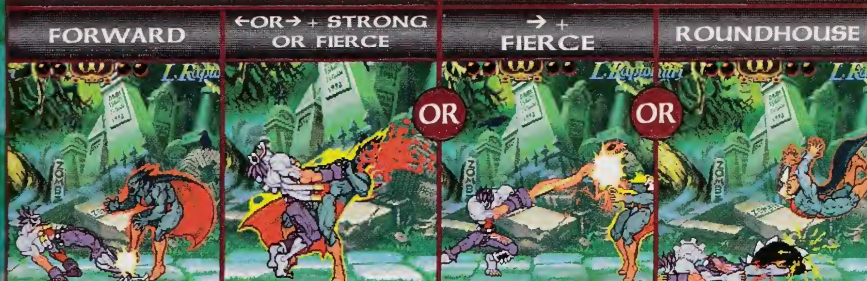
Keep your opponent at bay with (hold towards) Strong or slide under fireballs with Roundhouse.

JUMPING-IN



(hold down) Strong is a great attack for jumping at the opponent.

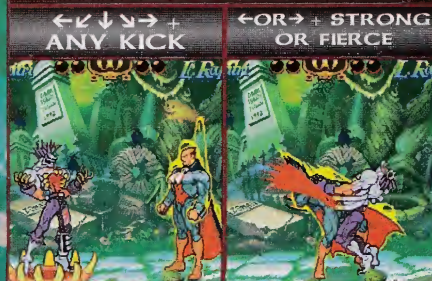
CLOSE RANGE STRATEGY



At close range, follow up a low forward with a grab to set up your opponent for either a (hold towards) Fierce or a roundhouse reversal.

REVERSALS

SURPRISE TACTICS



For a quick cheese, immediately follow up the Hell's Gate with a grab.

MORRIGAN

(SUCCUBUS)



NAME
MORRIGAN
AENSLAND
TIME PERIOD
1678 A.D.
HEIGHT
5 ft. 7 in.
WEIGHT
128 lbs.
ORIGIN
SCOTLAND

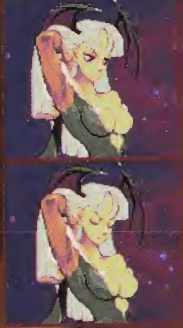
POSES

MORGAN

1P COLOR

WIN/LOSS PORTRAITS

2P COLOR



WIN 1

WIN 2

DRAW

TIME OVER

GRAB MISS



CURSED

BURNED

SHOCKED

STABBED



DASH →

DASH ←



SLICED



TRIPPED









HIT









ATTACKS

MORRIGAN





STANDING

JAB	STRONG	FIERCE	SHORT	FORWARD	ROUNDHOUSE
DAMAGE 6%	DAMAGE 11%	DAMAGE 15%	DAMAGE 6%	DAMAGE 11%	DAMAGE 15% OR 13%
BLOCK H/L	BLOCK H/L	BLOCK H/L	BLOCK L	BLOCK H/L	BLOCK H/L
					

CLOSE

JAB	STRONG	FIERCE	SHORT	FORWARD	ROUNDHOUSE
DAMAGE 5%	DAMAGE 9%	DAMAGE 11% OR 12%	DAMAGE 6%	DAMAGE 11%	DAMAGE 6% x 4
BLOCK H/L	BLOCK H/L	BLOCK H/L	BLOCK L	BLOCK H/L	BLOCK H/L
					







CROUCHING

JAB	STRONG	FIERCE	SHORT	FORWARD	ROUNDHOUSE
DAMAGE 3% x 2	DAMAGE 11%	DAMAGE 12%	DAMAGE 6%	DAMAGE 11%	DAMAGE 13%
BLOCK H/L	BLOCK H/L	BLOCK H/L	BLOCK L	BLOCK H/L	BLOCK L
					

JUMPING

JAB	STRONG	FIERCE	SHORT	FORWARD	ROUNDHOUSE
DAMAGE 6% OR 7%	DAMAGE 11%	DAMAGE 12%	DAMAGE 6% OR 9%	DAMAGE 8% OR 11%	DAMAGE 9% OR 12%
BLOCK H/A	BLOCK H/A	BLOCK H/A	BLOCK H/A	BLOCK H/A	BLOCK H/A
					

DASHING

JAB	STRONG	FIERCE	SHORT	FORWARD	ROUNDHOUSE
DAMAGE 6% OR 7%	DAMAGE 11%	DAMAGE 12%	DAMAGE 6% OR 9%	DAMAGE 8% OR 11%	DAMAGE 9% OR 12%
BLOCK H/A	BLOCK H/A	BLOCK H/A	BLOCK H/A	BLOCK H/A	BLOCK H/A
					

SPECIAL MOVES

MORRIGAN



MOON TRACER

← OR → + STRONG OR FIERCE

DAMAGE	BLOCK
VARIABLE	NA

VECTOR DREAM

→↓↘↙ + STRONG OR FIERCE

DAMAGE	BLOCK
VARIABLE	NA

SHELL KICK

JUMP ↓↙↘ + ANY KICK

DAMAGE	BLOCK
3% x3	H/L

SHADOW BLADE

→↓↘ + ANY PUNCH

DAMAGE	BLOCK
15% OR 13% OR 11%	H/L

SPECIAL

DAMAGE

BLOCK
3% x3 + 5% x4

DARKNESS ILLUSION

JAB, JAB, →, SHORT, FIERCE

DAMAGE	BLOCK
2% + 24%	H/L

VALKYRIE TURN

→↓↘↙ + ANY KICK (+ANY KICK) (SPECIAL)

DAMAGE	BLOCK
VARIABLE	H/L

SOUL FIST

↓↘↙ + ANY PUNCH

DAMAGE	BLOCK
12%	H/L/A

SPECIAL

DAMAGE

BLOCK
16%

SOUL FIST

JUMP ↑↗→ + ANY PUNCH

DAMAGE	BLOCK
12%	H/L/A

SPECIAL

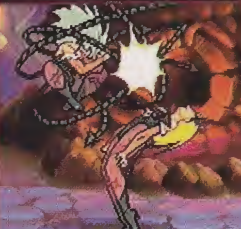


DAMAGE

BLOCK
16%

COMBOS

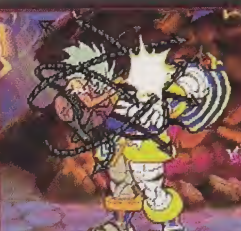
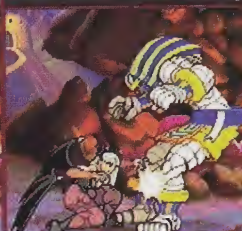

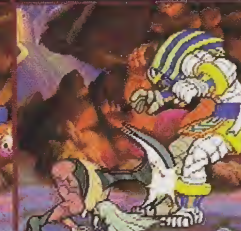
3 HIT JUMP-IN COMBO

NOVICE / 29%

DEMITRI	O			
J. TALBAIN	O	-12%-	-6%-	-11%-
ANAKARIS	O	FIERCE	SHORT	→↓↑ JAB
SASQUATCH	O			
L. RAPTOR	O			
MORRIGAN	O			
FELICIA	O			
BISHAMON	O			
RIKUO	O			
VICTOR	O			

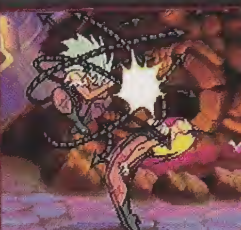



5 HIT JUMP-IN CHAIN COMBO

NOVICE / 44%

DEMITRI	O				
J. TALBAIN	O	-12%-	-3% x2-	-11%-	-15%-
ANAKARIS	O	FIERCE	JAB	STRONG	FIERCE
SASQUATCH	O				
L. RAPTOR	O				
MORRIGAN	O				
FELICIA	O				
BISHAMON	O				
RIKUO	O				
VICTOR	O				

4 HIT JUMP-IN CHAIN COMBO

NOVICE / 42%

DEMITRI	O				
J. TALBAIN	O	-12%-	-6%-	-11%-	-13%-
ANAKARIS	O	FIERCE	SHORT	FORWARD	ROUNDHOUSE
SASQUATCH	O				
L. RAPTOR	O				
MORRIGAN	O				
FELICIA	O				
BISHAMON	O				
RIKUO	O				
VICTOR	O				

15 HIT SPECIAL COMBO

NOVICE / X + 18%

-VARIABLE-

→↓↑
ANY KICK (+ANY KICK)

DEMITRI	O						
J. TALBAIN	O						
ANAKARIS	O						
SASQUATCH	O						
L. RAPTOR	O						
MORRIGAN	O						
FELICIA	O						
BISHAMON	O						
RIKUO	O						
VICTOR	O						

CONTD.

-6% x3-





























ROUNDHOUSE

							
--	---	---	---	--	---	---	---





























COMBOS

MORRIGAN

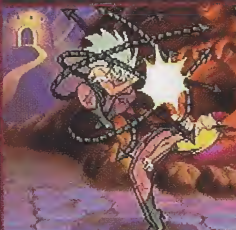


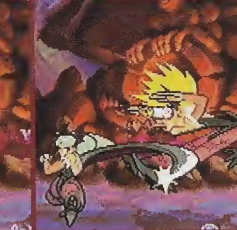
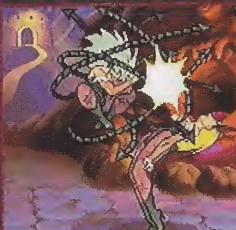


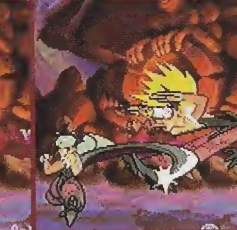
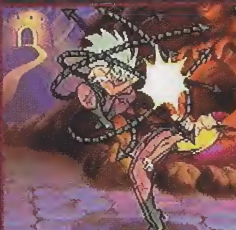


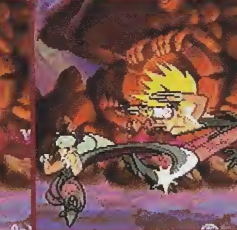
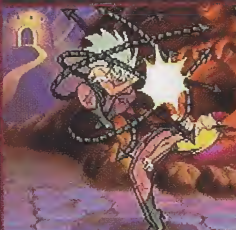


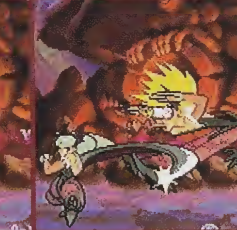
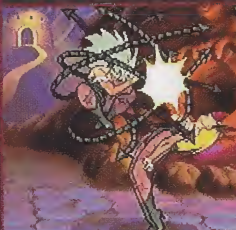


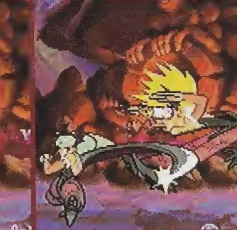
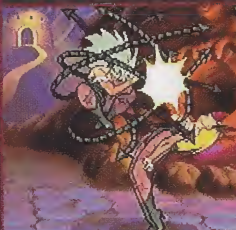


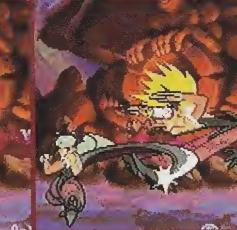
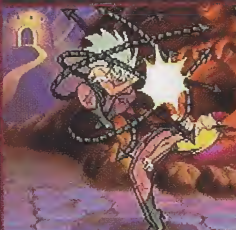


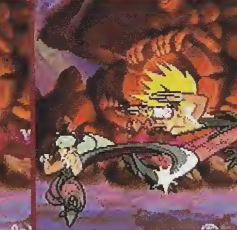
5 HIT JUMP-IN CHAIN COMBO NOVICE / 39%

DEMITRI	O				
J. TALBAIN	O	-12%-	-9%-	-6% x3-	
ANAKARIS	O	FIERCE	STRONG	ROUNDHOUSE	
SASQUATCH	O				
L. RAPTOR	O				
MORRIGAN	O				
FELICIA	O				
BISHAMON	O				
RIKUO	O				
VICTOR	O				

4 HIT JUMP-IN CHAIN COMBO NOVICE / 39%

DEMITRI	O				
J. TALBAIN	O	-12%-	-5%-	-9%-	-13%-
ANAKARIS	O	FIERCE	JAB	STRONG	ROUNDHOUSE
SASQUATCH	O				
L. RAPTOR	O				
MORRIGAN	O				
FELICIA	O				
BISHAMON	O				
RIKUO	O				
VICTOR	O				

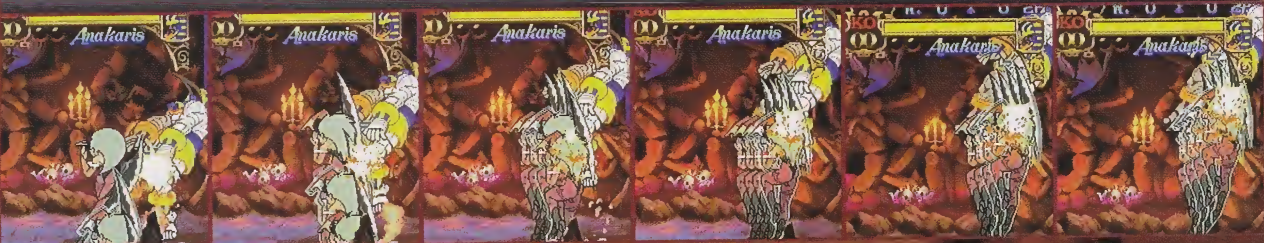
4 HIT JUMP-IN CHAIN COMBO NOVICE / 38%

DEMITRI	O				
J. TALBAIN	O	-12%-	-5%-	-9%-	-12%-
ANAKARIS	O	FIERCE	JAB	STRONG	FIERCE
SASQUATCH	O				
L. RAPTOR	O				
MORRIGAN	O				
FELICIA	O				
BISHAMON	O				
RIKUO	O				
VICTOR	O				

12 HIT DASHING CORNER SPECIAL COMBO ADVANCED / 55%

DEMITRI	O				
J. TALBAIN	O	-11%-	-3% x3-	-6%-	-3% x3 -5% x4-
ANAKARIS	O	→→ STRONG	↓↑←+ ANY KICK	SHORT	→↓↑ ANY PUNCH
SASQUATCH	O				
L. RAPTOR	O				
MORRIGAN	O				
FELICIA	O				
BISHAMON	O				
RIKUO	O				
VICTOR	O				

CONTD.

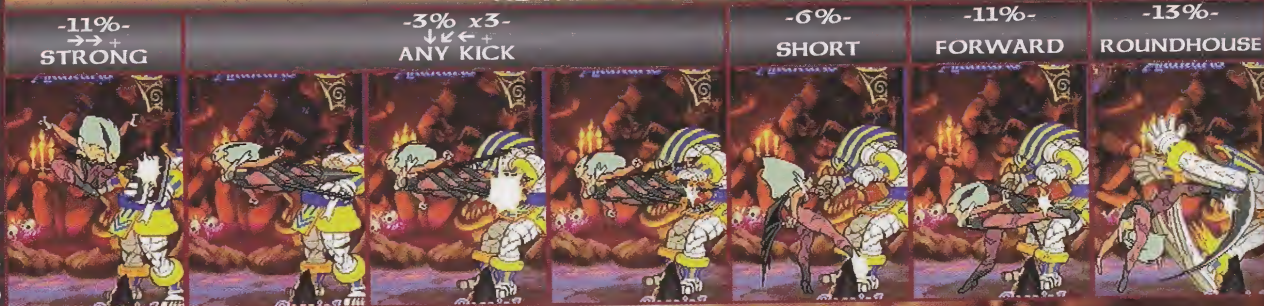


COMBOS

MORRIGAN

7 HIT DASHING CHAIN COMBO ADVANCED / 50%

DEMITRI O
J. TALBAIN O
ANAKARIS O
SASQUATCH O
L. RAPTOR O
MORRIGAN O
FELICIA O
BISHAMON O
RIKUO O
VICTOR O



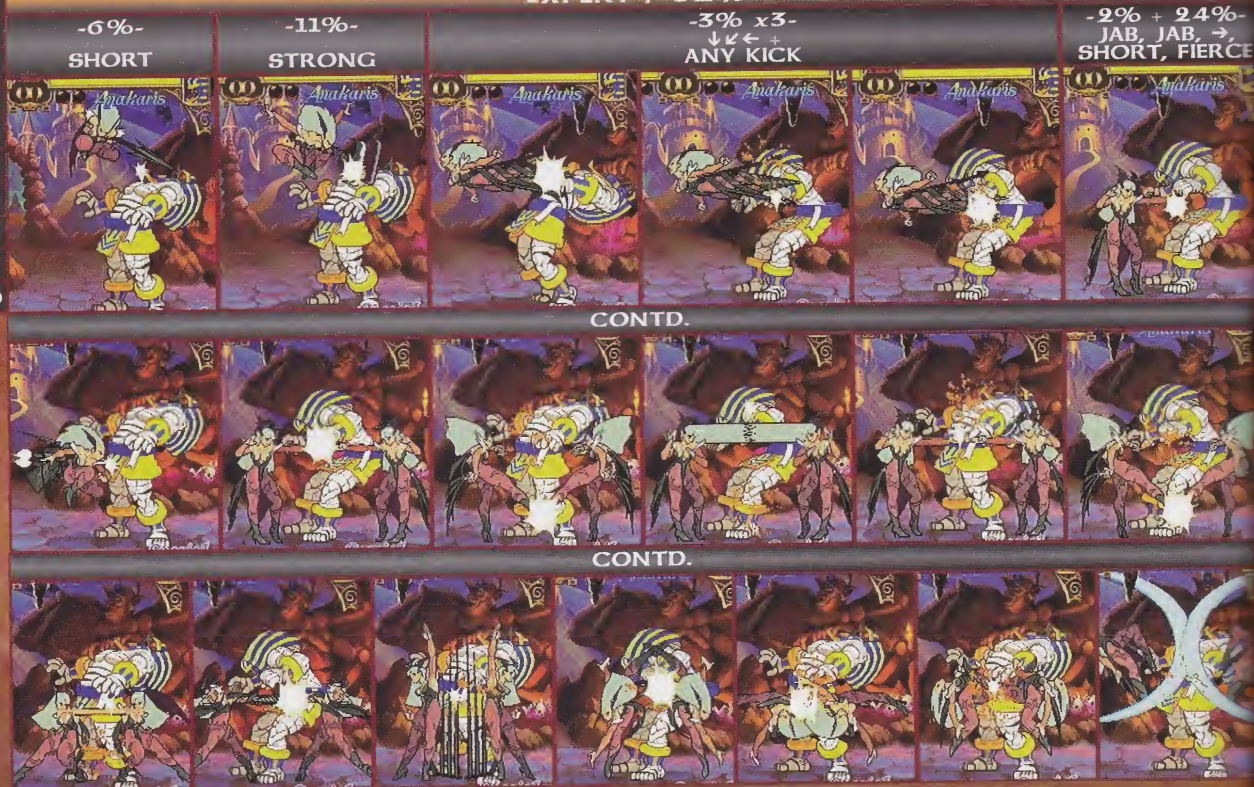
8 HIT CROSS-UP COMBO EXPERT / 47%

DEMITRI X
J. TALBAIN X
ANAKARIS O
SASQUATCH X
L. RAPTOR X
MORRIGAN X
FELICIA X
BISHAMON X
RIKUO X
VICTOR O



19 HIT JUMP-IN AIR CHAIN SPECIAL COMBO EXPERT / 52%

DEMITRI X
J. TALBAIN X
ANAKARIS O
SASQUATCH X
L. RAPTOR X
MORRIGAN X
FELICIA X
BISHAMON X
RIKUO X
VICTOR O



COMBOS

MORRIGAN

6 HIT DASHING CORNER COMBO

EXPERT / 43%

		-12%- ↓→+ ANY PUNCH	-11%- →→+ STRONG	-3% x3- ↓→+ ANY KICK	-11%- ↓→+ ANY PUNCH
DEMTRI	O				
TALBAIN	O				
ANAKARIS	O				
SQUATCH	O				
RAPTOR	O				
MORRIGAN	O				
FELICIA	O				
SHAMON	O				
RIKURO	O				
VICTOR	O				

STRATEGIES

As with most Capcom fighting games, there are always the traditional Ryu and Ken clones. In *Darkstalkers*, it's Demitri and Morrigan. Both are equally balanced. However, Morrigan's possibilities and slight variations make her the perfect choice for players wishing to jump right into DS without much to learn.

Like Demitri, Morrigan has a projectile in the air as well as on the ground, varying only in the way they travel. Morrigan's air fireball travels at a downward diagonal towards the opponent, and her ground fireballs dissipate depending on the level of punch button used. Since the air Soul Fist travels downward at an angle, it is a great way to push the opponent back while at the same time avoiding any type of ground projectile counter the opponent might happen to use (should your opponent come in with an attack, they can easily be countered by Morrigan's Shadow Blade). Morrigan's air Soul Fist can also be two-in-one'd with a jumping strong. This technique can come as quite a surprise to those not expecting it.

Morrigan's Shadow Blade is just another version of the almighty Dragon Punch. Her Shadow Blade uppercut move has more of an arc than Demitri's, giving her superior range. This is her best anti air attack, and when caught in a corner, anticipate the cheesy throw with a jab Shadow Blade rather than a throw of your own. You'll have a higher hit ratio landing the Shadow Blade, and if you happen to guess wrong, you'll still have priority over any of your opponent's regular attacks they might try to use as part of their cheesy pattern.

At close range, Morrigan's low roundhouse slips under fireballs and knocks down the opponent. Low forward also has superior range and is best if followed by a Soul Fist to push the opponent back. Morrigan's standing roundhouse is also a healthy alternative for an anti air attack if prop-

erly timed. Her close roundhouse hits a total of four times, and can be chained in a combo, or attached after her special valkyrie turn. Though it may not be very damaging, it adds insult to injury.

Morrigan's high/low game is by far the deadliest in the *Darkstalkers*. An experienced player can easily make any type of resistance seem futile. The trap is set with a couple of standing shorts. Once they begin to block low, quickly dash with a strong and then follow up with a chain combo that knocks them down. As they stand up, repeat the short kicks, but this time go into a low roundhouse instead of a dash. Now that you have them guessing, you are almost guaranteed to hit half the time. More experienced players may choose to add a shell kick onto the dashing strong and then a perform a Darkness Illusion instead of a chain combo. Another great trick to add into the mix is a quick cross over which can be done out of the dash. While the opponent is rising, quickly dash over them, hold back and press forward. This can also be followed up by a chain combo. Following even this simple game plan easily proves Morrigan is not only the Queen of the Night, but perhaps the best overall character in *Darkstalkers*.

GUARD REVERSAL

BLOCK	→↓→+ ANY PUNCH	
		


CLOSE RANGE STRATEGY

SHORT	←OR→+ STRONG OR FIERCE	→→+ FORWARD	ROUNDHOUSE
			

After a quick short kick, follow it up with a throw. On crouching opponents, follow the short kick with a dashing forward for the high opener, or use a roundhouse for the reversal.


REVERSALS

ANTI-AIR

→↓→+ ANY PUNCH


Use the Shadow Blade to knock away opponents.

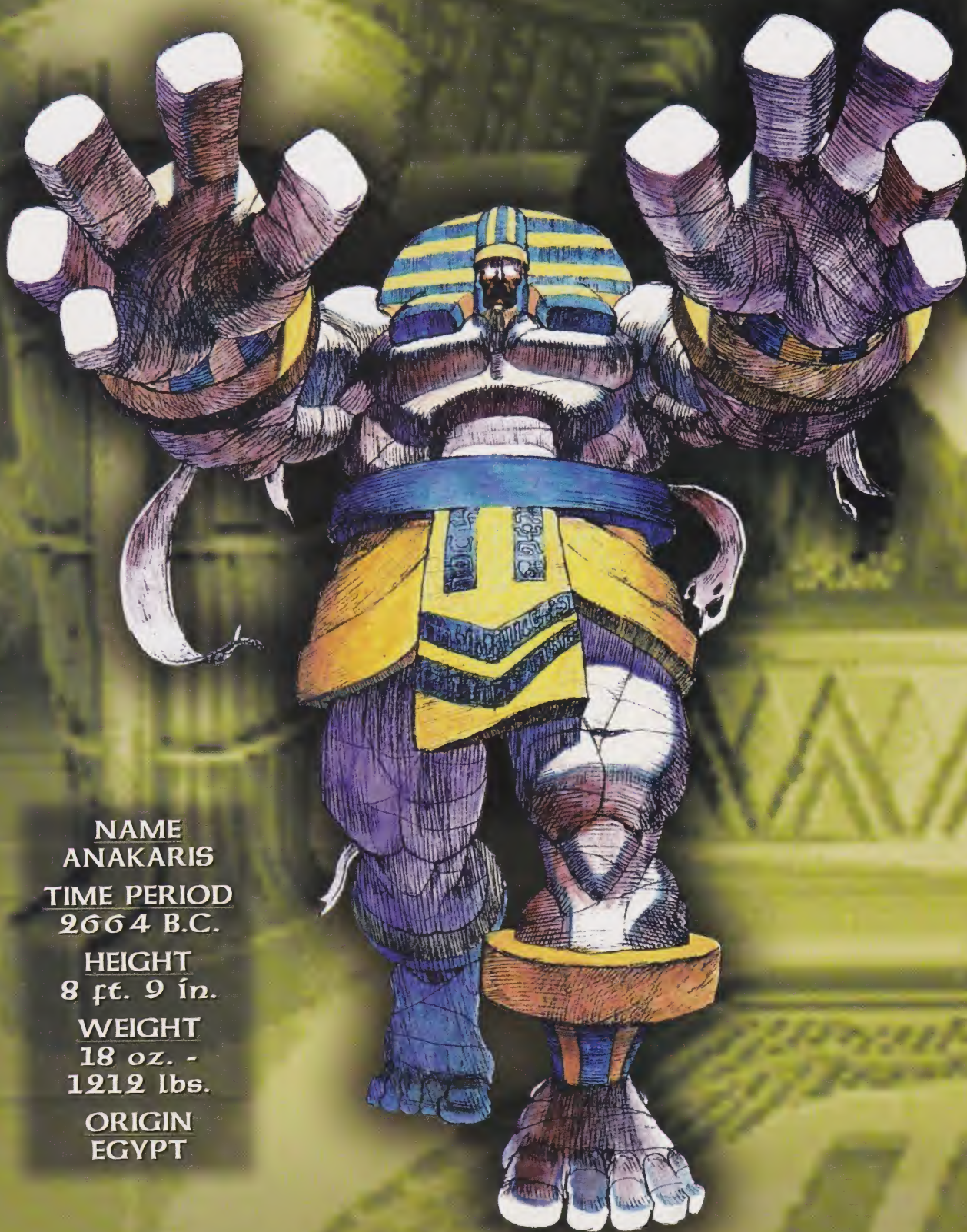
COUNTER

ROUNDHOUSE


Use a close roundhouse for the fireball counter.

ANAKARIS

(MUMMY)



NAME
ANAKARIS
TIME PERIOD
2664 B.C.
HEIGHT
8 ft. 9 in.
WEIGHT
18 oz. -
1212 lbs.
ORIGIN
EGYPT

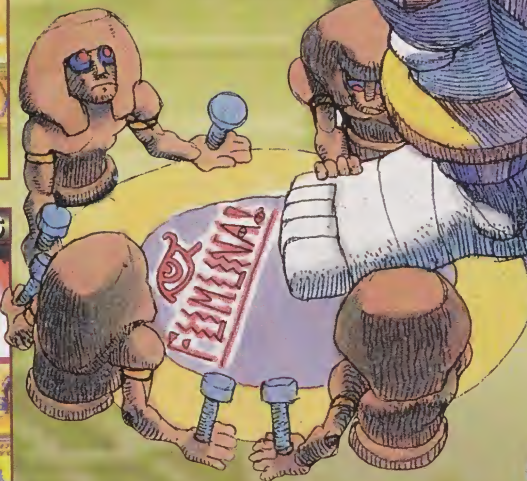
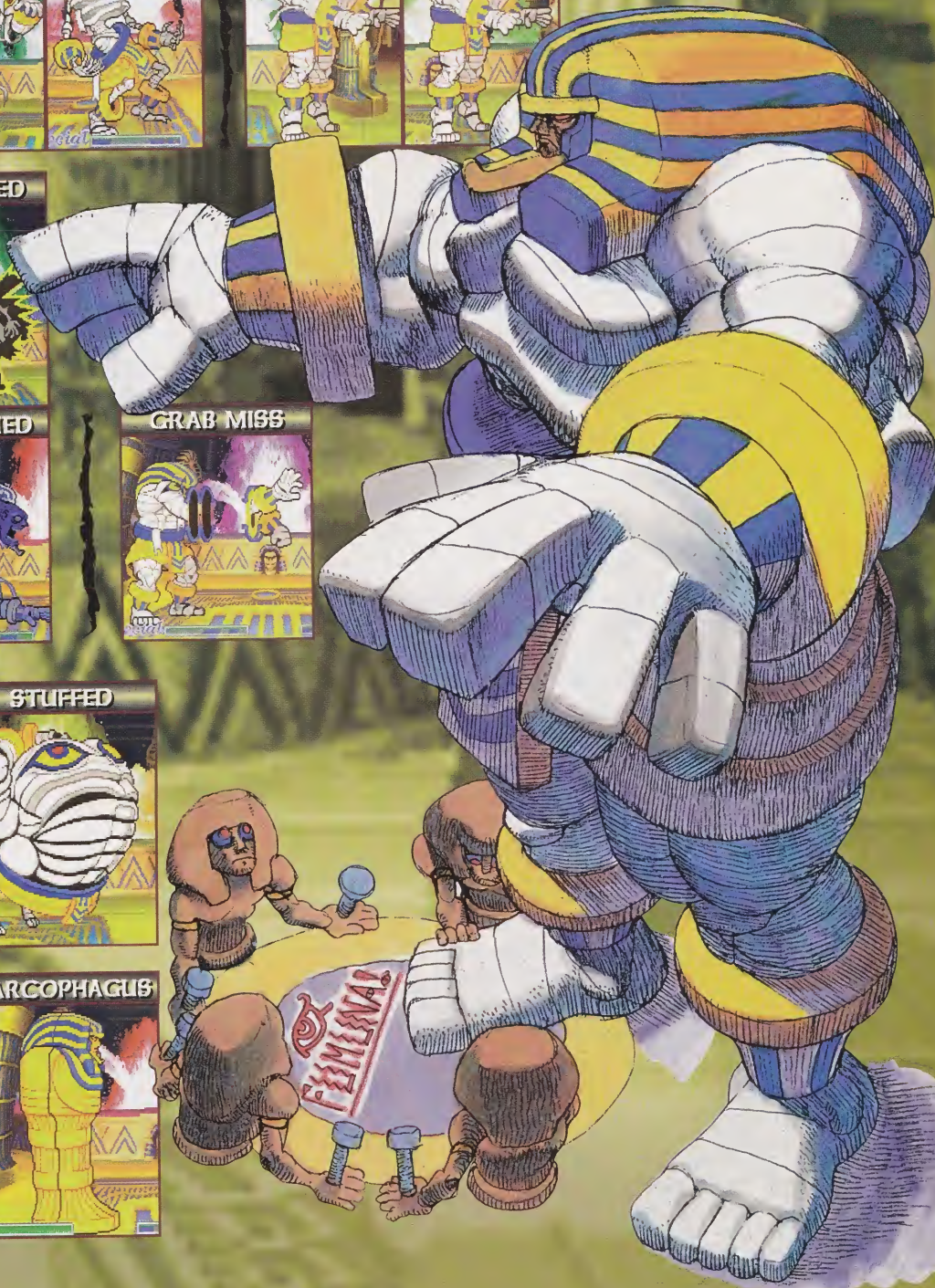
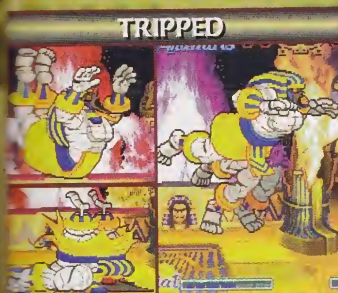
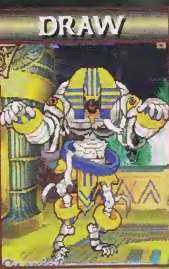
POSES

ANAKARIS

1P COLOR

WIN/LOSS PORTRAITS

2P COLOR



ATTACKS

STANDING/DASHING

JAB	STRONG	FIERCE	SHORT	FORWARD	ROUNDHOUSE
DAMAGE 7%	DAMAGE 10% OR 11%	DAMAGE 15%	DAMAGE 8%	DAMAGE 13%	DAMAGE 15%
BLOCK H/L	BLOCK H/L	BLOCK H/L	BLOCK L	BLOCK H/L	BLOCK H/L

CROUCHING

JAB	STRONG	FIERCE	SHORT	FORWARD	ROUNDHOUSE
DAMAGE 6%	DAMAGE 9% + 7%	DAMAGE 15% OR 13%	DAMAGE 7%	DAMAGE 12%	DAMAGE 15%
BLOCK H/L	BLOCK H/L	BLOCK H/L	BLOCK L	BLOCK L	BLOCK L

JUMPING

JAB	STRONG	FIERCE	SHORT	FORWARD	ROUNDHOUSE
DAMAGE 8%	DAMAGE 13%	DAMAGE 15% OR 13%	DAMAGE 11%	DAMAGE 13%	DAMAGE 15%
BLOCK H/A	BLOCK H/A	BLOCK H/A	BLOCK H/A	BLOCK H/A	BLOCK H/A

FLOATING

JAB	STRONG	FIERCE	SHORT	FORWARD	ROUNDHOUSE
DAMAGE 8%	DAMAGE 13%	DAMAGE 15% OR 13%	DAMAGE 11%	DAMAGE 13%	DAMAGE 15%
BLOCK H/A	BLOCK H/A	BLOCK H/A	BLOCK H/A	BLOCK H/A	BLOCK H/A

GREAT PYRAMID

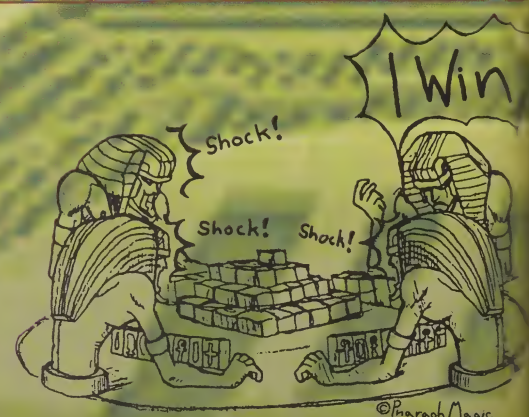
JUMP ↓+ANY KICK
DAMAGE 9% OR 7%
BLOCK H/A

HOLY PYRAMID

JUMP ↘+ANY KICK
DAMAGE 9% OR 7%
BLOCK H/A

WALK OF THE SAINT

→ + FORWARD
DAMAGE 12%
BLOCK H



SPECIAL MOVES

ANAKARIS



↓↘↗ + ANY PUNCH

DAMAGE
VARIABLE

BLOCK
NA



DAMAGE
VARIABLE

BLOCK
NA



JUMP ↗↘↗ + ANY PUNCH

DAMAGE
9%

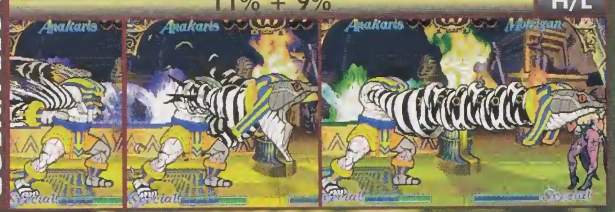
BLOCK
H/L/A



↗↘↗ + ANY PUNCH

DAMAGE
11% + 9%

BLOCK
H/L



↗↘↗ + ANY PUNCH

DAMAGE
0%

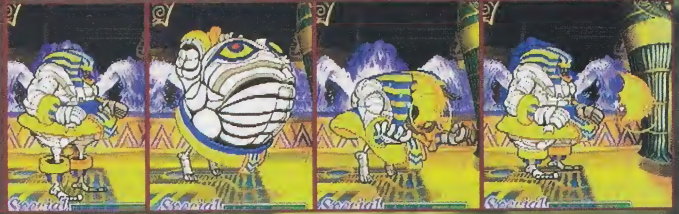
BLOCK
NA



↓↘↗ + ANY KICK

DAMAGE
VARIABLE

BLOCK
H/L/A



ALL THREE PUNCHES OR KICKS

DAMAGE
10%

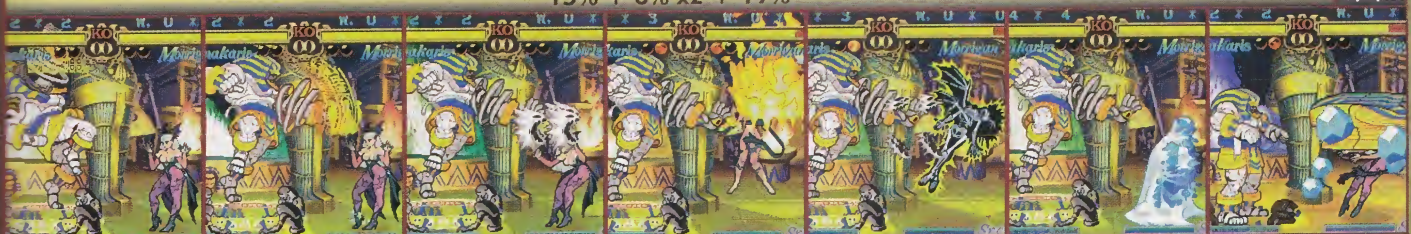
BLOCK
H



FORWARD, JAB, ↓, SHORT, STRONG

DAMAGE
15% + 6% x2 + 19%

BLOCK
H/L/A



COMBOS

3 HIT DASHING CHAIN COMBO

NOVICE / 30%

DEMITRI	O			
J. TALBAIN	O	-6%- →→+ JAB	-9%- STRONG	-15%- ROUNDHOUSE
ANAKARIS	O			
SASQUATCH	O			
L. RAPTOR	O			
MORRIGAN	O			
FELICIA	O			
BISHAMON	O			
RIKUO	O			
VICTOR	O			

3 HIT DASHING CHAIN COMBO

NOVICE / 32%

DEMITRI	O			
J. TALBAIN	O	-7%- →→+ JAB	-10%- STRONG	-15%- ROUNDHOUSE
ANAKARIS	O			
SASQUATCH	O			
L. RAPTOR	O			
MORRIGAN	O			
FELICIA	O			
BISHAMON	O			
RIKUO	O			
VICTOR	O			

3 HIT DASHING CHAIN COMBO

NOVICE / 23%

DEMITRI	O			
J. TALBAIN	O	-7%- →→+ JAB	-9% + 7%- STRONG	
ANAKARIS	O			
SASQUATCH	O			
L. RAPTOR	O			
MORRIGAN	O			
FELICIA	O			
BISHAMON	O			
RIKUO	O			
VICTOR	O			

3 HIT JUMP-IN COMBO

NOVICE / 29%

DEMITRI	O			
J. TALBAIN	O	-7%- JUMP →+ ANY KICK	-9%- STRONG	-13%- FIERCE
ANAKARIS	O			
SASQUATCH	O			
L. RAPTOR	O			
MORRIGAN	O			
FELICIA	O			
BISHAMON	O			
RIKUO	O			
VICTOR	O			

4 HIT JUMP-IN CHAIN COMBO

NOVICE / 29%









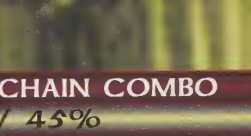
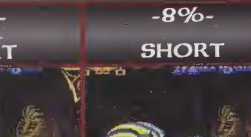
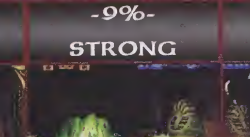





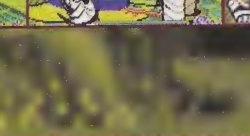
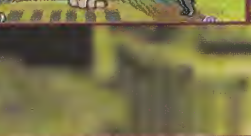
DEMITRI	O			
J. TALBAIN	O	-7%- JUMP →+ ANY KICK	-6%- JAB	-9% + 7%- STRONG
ANAKARIS	O			
SASQUATCH	O			
L. RAPTOR	O			
MORRIGAN	O			
FELICIA	O			
BISHAMON	O			
RIKUO	O			
VICTOR	O			










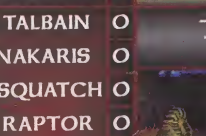

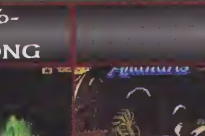




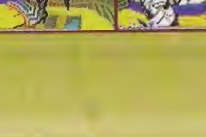
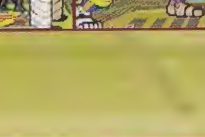
4 HIT JUMP-IN CHAIN COMBO










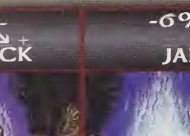
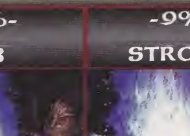
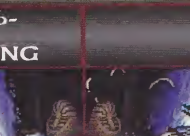

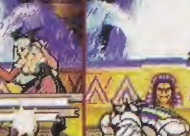


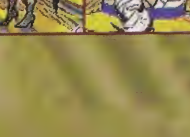
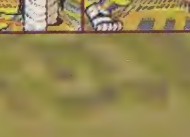
ADVANCED / 35%

DEMITRI	O			
J. TALBAIN	O	-7%- JUMP →+ ANY KICK	-6%- JAB	-7%- STRONG
ANAKARIS	O			
SASQUATCH	O			
L. RAPTOR	O			
MORRIGAN	O			
FELICIA	O			
BISHAMON	O			
RIKUO	O			
VICTOR	O			

COMBOS

4 HIT JUMP-IN CHAIN COMBO				
ADVANCED / 35%				
DEMITRI	O			
J. TALBAIN	O	-7%- JUMP → +	-6%-	-7%-
ANAKARIS	O	ANY KICK	JAB	STRONG
SASQUATCH	O			-15%- ROUNDHOUSE
L. RAPTOR	O			
MORRIGAN	O			
FELICIA	O			
BISHAMON	O			
RIKUO	O			
VICTOR	O			

5 HIT DASHING CHAIN COMBO				
EXPERT / 45%				
DEMITRI	O			
J. TALBAIN	O	-8%- → +	-8%-	-9%-
ANAKARIS	O	SHORT	SHORT	STRONG
SASQUATCH	O			-11% + 9%- → ↔ +
L. RAPTOR	O			
MORRIGAN	O			
FELICIA	O			
BISHAMON	O			
RIKUO	O			
VICTOR	O			

4 HIT DASHING CHAIN COMBO				
EXPERT / 35%				
DEMITRI	O			
J. TALBAIN	O	-6%- → +	-9%-	-11% + 9%- → ↔ +
ANAKARIS	O	JAB	STRONG	ANY PUNCH
SASQUATCH	O			
L. RAPTOR	O			
MORRIGAN	O			
FELICIA	O			
BISHAMON	O			
RIKUO	O			
VICTOR	O			

5 HIT JUMP-IN CHAIN COMBO				
EXPERT / 42%				
DEMITRI	O			
J. TALBAIN	O	-7%- JUMP → +	-6%-	-9%-
ANAKARIS	O	ANY KICK	JAB	STRONG
SASQUATCH	O			-11% + 9%- → ↔ +
L. RAPTOR	O			
MORRIGAN	O			
FELICIA	O			
BISHAMON	O			
RIKUO	O			
VICTOR	O			

STRATEGIES

Anakaris is possibly the most complex character in *Darkstalkers*, and is therefore not recommended for the beginner. With many obscure attacks to choose from, one should practice different attacks in various situations to figure out specific ranges and timing. Anakaris' best attribute is the ability to effectively fight in either a defensive or offensive scenario. His greatest weakness is against grabs. Since he is the only character without a close range grab, he often falls victim to cheese. For many, defeating a skilled Anakaris player is a difficult task.

The key to success with Anakaris is the Pharaoh's Curse. Though it might not seem that powerful, this move slowly annoys the opponent, forcing them to attack you. The Sarcophagus Slam has the same type of annoying effect on opponents. However, it shouldn't be used as much as the pharaoh's Curse since it leaves you vulnerable.

Once the bait has been set, you can easily exploit the opponent with a variety of attacks. Low forward will keep away anyone trying to approach you by foot. If they jump, use low strong to hit them from far away. From close range, low fierce. Both of these attacks reach pretty far, protecting the main body from an incoming attack. The Walk Of The Saint is most effective on a rising opponent since this is a time they are likely to block low. Immediately after landing The Walk, follow up with either a standing fierce or a long snake. This one-two surprisingly catches many players. Once they catch on and begin to block The Walk high, throw in a low roundhouse. Now you'll have them guessing how to block. On speed 3, it's impossible to react. Another way to catch the opponent ducking is to dart at them with the Holy Pyramid repeatedly. The first time you attack, the opponent might block high but they switch to low to avoid the threat of a chain combo. Now they are left open for a another quick Holy Pyramid which can now be followed by a chain. Further high/low game requires the use of low floating attacks. Once floating at a low level, you can poke the enemy with either strong or fierce and protect yourself from jumps with the forward or roundhouse kicks.

Against projectile characters, it is possible to anticipate a fireball and either drop a Sarcophagus on their head, dash under with a low strong, or Grand Wrap them from nearly screen length. The Void can be used to capture fireballs. Not only does this annoy the opponent, but after collecting two or more, you can fire out their super fireball with Retribution.

When Anakaris is in danger of being cheesed, the best defense is the low jab, low

forward, low roundhouse chain combo. Any other chain combo leaves Anakaris susceptible to a guard reversal.

For those who don't mind spending time figuring out a difficult character, Anakaris is a good choice.

GUARD REVERSAL



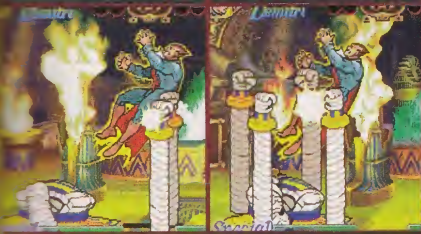
STRATEGIES

ANAKARIS

ANTI-AIR MOVE

STRONG

FIERCE



Use low Strong to counter opponents jumping from a distance. Low Fierce if they are directly above you.

ANNOYANCE

→↙↓↘+
ANY PUNCH



To force your opponent to attack, use the Pharaoh's Curse repeatedly.



FLOATING

STRONG

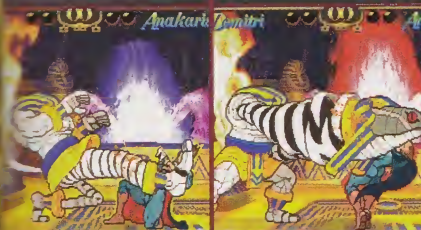


Floating strong can be extremely effective against opponents who often duck.

WALK OF THE SAINT

→+
FORWARD

FIERCE



After landing The Walk of The Saint, follow up with a Fierce for an almost sure hit.

PYRAMID FAKE-OUT

↘+
ANY KICK

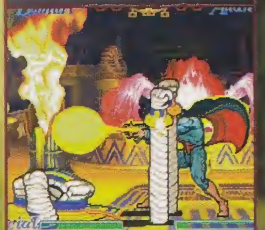
↘+
ANY KICK



Since many tend to block low after the initial Holy Pyramid, you can easily catch your opponent off guard with another quick one.

COUNTER

→+
STRONG



If timed correctly, Anakaris can dash under projectiles with Strong.

AIR BLOCK COUNTER

BLOCK

FIERCE



If caught in the air, block and immediately counter with a Fierce. Even though this can be blocked, not too many players expect it.

FELICIA

(CATWOMAN)



NAME
FELICIA
TIME PERIOD
1967 A.D.
HEIGHT
5 ft. 6 in.
WEIGHT
128 lbs.
ORIGIN
AMERICA

POSES

FELICIA

1P COLOR

WIN/LOSS PORTRAITS

2P COLOR



WIN 1

WIN 2

DRAW

TIME OVER

GRAB MISS

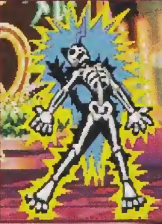


CURSED

BURNED

SHOCKED

STABBED



SLICED



DASH →

DASH ←



TRIPPED



CROUCHING









HIT



ATTACKS

FELICIA

STANDING

JAB	STRONG	FIERCE	SHORT	FORWARD	ROUNDHOUSE
DAMAGE 6%	DAMAGE 7% + 4%	DAMAGE 3%+3%+13%	DAMAGE 7%	DAMAGE 11%	DAMAGE 5% + 12%
BLOCK H/L	BLOCK H/L	BLOCK H/L	BLOCK H/L	BLOCK H/L	BLOCK H/L
					

CLOSE

JAB	STRONG	FIERCE	SHORT	FORWARD	ROUNDHOUSE
DAMAGE 6%	DAMAGE 7% + 9%	DAMAGE 4% + 13%	DAMAGE 6%	DAMAGE 11%	DAMAGE 12%
BLOCK H/L	BLOCK H/L	BLOCK H/L	BLOCK L	BLOCK H/L	BLOCK H/L
					

CROUCHING

JAB	STRONG	FIERCE	SHORT	FORWARD	ROUNDHOUSE
DAMAGE 6%	DAMAGE 7%	DAMAGE 11%	DAMAGE 4%	DAMAGE 9%	DAMAGE 12%
BLOCK L	BLOCK H/L	BLOCK H/L	BLOCK L	BLOCK H/L	BLOCK L
					

JUMPING

JAB	STRONG	FIERCE	SHORT	FORWARD	ROUNDHOUSE
DAMAGE 7%	DAMAGE 7% + 4%	DAMAGE 12%	DAMAGE 6%	DAMAGE 8%	DAMAGE 2% + 11%
BLOCK H/A	BLOCK H/A	BLOCK H/A	BLOCK H/A	BLOCK H/A	BLOCK H/A
					

DASHING

JAB	STRONG	FIERCE	SHORT	FORWARD	ROUNDHOUSE
DAMAGE 7%	DAMAGE 7% + 4%	DAMAGE 12%	DAMAGE 6%	DAMAGE 8%	DAMAGE 2% + 11%
BLOCK H/A	BLOCK H/A	BLOCK H/A	BLOCK H/A	BLOCK H/A	BLOCK H/A
					

SPECIAL MOVES

FELICIA



←OR→ + STRONG OR FIERCE

DAMAGE
BLOCK
VARIABLE NA



←OR→ + FORWARD OR ROUNDHOUSE

DAMAGE
BLOCK
VARIABLE NA



JUMP ↑ + STRONG OR FIERCE

DAMAGE
BLOCK
VARIABLE NA



↓↘↗ + ANY KICK

DAMAGE
BLOCK
12% OR 11% OR 6% H/L



DAMAGE
BLOCK
13% + 9% + 7% OR 7% H/L



→↘↗ + FORWARD OR ROUNDHOUSE

DAMAGE
BLOCK
VARIABLE NA



DAMAGE
BLOCK
VARIABLE NA



←↘↗ + ANY KICK

DAMAGE
BLOCK
7% + 11% + 7% H/L



DAMAGE
BLOCK
4% x4 + 10% H/L



←↘↗ + ANY PUNCH (+PUNCH)

DAMAGE
BLOCK
7% + 7% + 4% H/L



DAMAGE
BLOCK
4% x5 + 4% H/L



→↘↗ + ANY PUNCH
(RAPIDLY TAP PUNCH)

DAMAGE
BLOCK
7% + 3% + 5% H/L



DAMAGE
BLOCK
4% x5 + 4% H/L



↓↘↗ + ALL THREE PUNCHES (SPECIAL)

DAMAGE
BLOCK
7% + 2% x9 + 24% H/L


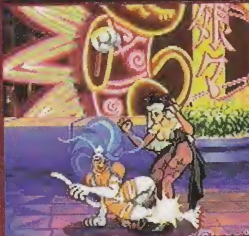



COMBOS

FELICIA





3 HIT JUMP-IN COMBO

NOVICE / 23%

DEMITRI	O			
J. TALBAIN	O	-8%-	-4%-	-11%- ↓ ↓ ↓ ANY KICK
ANAKARIS	O	FORWARD	SHORT	
SASQUATCH	O			
L. RAPTOR	O			
MORRIGAN	O			
FELICIA	O			
BISHAMON	O			
RIKUO	O			
VICTOR	O			



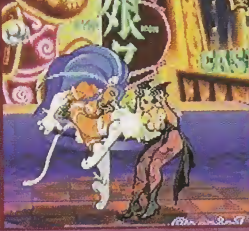
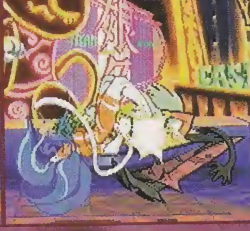
4 HIT JUMP-IN CHAIN COMBO

NOVICE / 33%

DEMITRI	O				
J. TALBAIN	O	-8%-	-6%-	-7%-	-12%-
ANAKARIS	O	FORWARD	JAB	STRONG	ROUNDHOUSE
SASQUATCH	O				
L. RAPTOR	O				
MORRIGAN	O				
FELICIA	O				
BISHAMON	O				
RIKUO	O				
VICTOR	O				


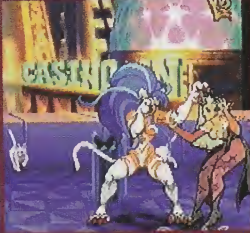
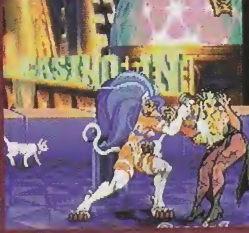
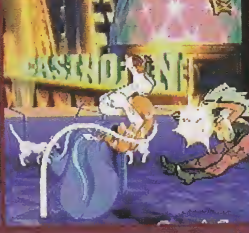
5 HIT JUMP-IN CHAIN COMBO

NOVICE / 40%

DEMITRI	O				
J. TALBAIN	O	-8%-	-4%-	-11%-	-5% + 12%-
ANAKARIS	O	FORWARD	SHORT	FORWARD	ROUNDHOUSE
SASQUATCH	O				
L. RAPTOR	O				
MORRIGAN	O				
FELICIA	O				
BISHAMON	O				
RIKUO	O				
VICTOR	O				



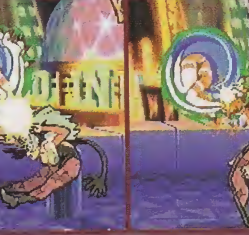
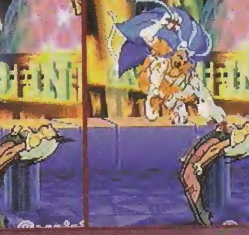
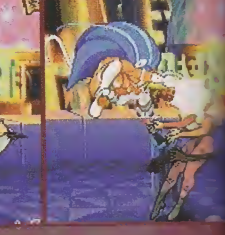
5 HIT JUMP-IN CHAIN COMBO

NOVICE / 38%

DEMITRI	O				
J. TALBAIN	O	-8%-	-6%-	-7%-	-5% + 12%-
ANAKARIS	O	FORWARD	JAB	STRONG	ROUNDHOUSE
SASQUATCH	O				
L. RAPTOR	O				
MORRIGAN	O				
FELICIA	O				
BISHAMON	O				
RIKUO	O				
VICTOR	O				

6 HIT JUMP-IN COMBO

ADVANCED / 36%

DEMITRI	O					
J. TALBAIN	O	-12%-	-9%-		-15%- → ↓ ↓ ANY PUNCH (RAPIDLY TAP PUNCH)	
ANAKARIS	O	FIERCE	FORWARD			
SASQUATCH	O					
L. RAPTOR	O					
MORRIGAN	O					
FELICIA	O					
BISHAMON	O					
RIKUO	O					
VICTOR	O					

COMBOS

FELICIA

6 HIT CROSS-UP COMBO

ADVANCED / 41%

DEMITRI	X	-8%-	-4%-	-4%-	-4%-	-9%-	-12%-
J. TALBAIN	X	FORWARD	SHORT	SHORT	SHORT	FORWARD	ROUNDHOUSE
ANAKARIS	O						
SASQUATCH	X						
L. RAPTOR	X						
MORRIGAN	X						
FELICIA	X						
BISHAMON	X						
RIKUO	X						
VICTOR	O						

5 HIT CROSS-UP CHAIN COMBO

ADVANCED / 28%

DEMITRI	X	-8%-	-4%-	-4%-	-7%-	-5%-
J. TALBAIN	X	FORWARD	SHORT	SHORT	STRONG	ROUNDHOUSE
ANAKARIS	O					
SASQUATCH	X					
L. RAPTOR	X					
MORRIGAN	X					
FELICIA	X					
BISHAMON	X					
RIKUO	X					
VICTOR	O					

7 HIT JUMP-IN AIR CHAIN SPECIAL CORNER COMBO

ADVANCED / 52%

DEMITRI	X	-6%-	-7%-	-2% + 11%-	-26%-
J. TALBAIN	X	SHORT	JAB	ROUNDHOUSE	ROUNDHOUSE
ANAKARIS	O				
SASQUATCH	X				
L. RAPTOR	X				
MORRIGAN	X				
FELICIA	X				
BISHAMON	X				
RIKUO	X				
VICTOR	O				

5 HIT CROSS-UP COMBO

EXPERT / 37%

DEMITRI	X	-8%-	-4%-	-25%-
J. TALBAIN	X	FORWARD	SHORT	SHORT
ANAKARIS	O			
SASQUATCH	X			
L. RAPTOR	X			
MORRIGAN	X			
FELICIA	X			
BISHAMON	O			
RIKUO	X			
VICTOR	O			

7 HIT CROSS-UP SPECIAL COMBO

EXPERT / 51%






DEMITRI	X	-8%-	-4%-	-4%-	-4%-	-9%-	-22%-
J. TALBAIN	X	FORWARD	SHORT	SHORT	SHORT	FORWARD	ROUNDHOUSE
ANAKARIS	O						
SASQUATCH	X						
L. RAPTOR	X						
MORRIGAN	X						
FELICIA	X						
BISHAMON	X						
RIKUO	X						
VICTOR	O						

COMBOS

FELICIA

7 HIT JUMP-IN AIR CHAIN COMBO

EXPERT / 49%

DEMITRI	X					
J. TALBAIN	X	-6%-	-7%-	-2% + 11%-	-6%-	-5% + 12%-
ANAKARIS	O	SHORT	JAB	ROUNDHOUSE	JAB	ROUNDHOUSE
SASQUATCH	X					
L. RAPTOR	X					
MORRIGAN	X					
FELICIA	X					
BISHAMON	X					
RIKUO	X					
VICTOR	O					

8 HIT AIR CHAIN CORNER COMBO

EXPERT / 61%

DEMITRI	X			
J. TALBAIN	X	-6%-	-7%-	-2% + 11%-
ANAKARIS	O	SHORT	JAB	ROUNDHOUSE
SASQUATCH	X			
L. RAPTOR	X			
MORRIGAN	X			
FELICIA	X			
BISHAMON	X			
RIKUO	X			
VICTOR	O			
		-4%-	-9%-	-22%-
		SHORT	FORWARD	ROUNDHOUSE
				






∞ HIT CORNER COMBO

EXPERT++ / 100%

-VARIABLE-

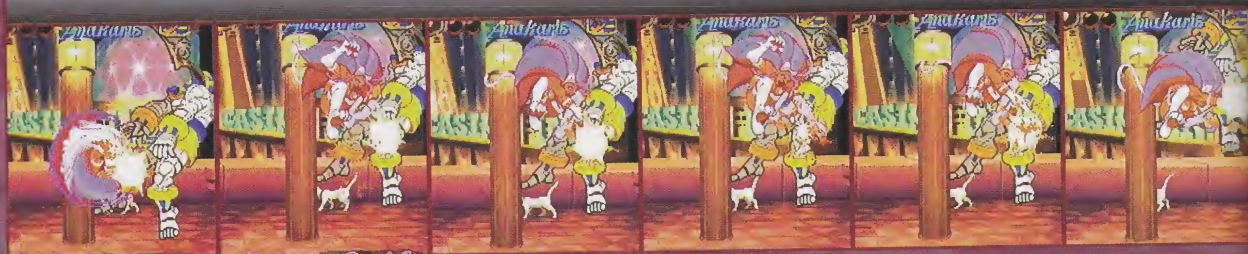
FIERCE (RAPIDLY TAP PUNCH)

-VARIABLE-
→ ↓ ↓ +
FIERCE

DEMITRI	X					
J. TALBAIN	X					
ANAKARIS	O					
SASQUATCH	X					
L. RAPTOR	X					
MORRIGAN	X					
FELICIA	X					
BISHAMON	X					
RIKUO	X					
VICTOR	X					

CONTD. (RAPIDLY TAP PUNCH)

REPEAT



STRATEGIES

Felicia is DarkStalkers' weakest character (according to tournament rankings) but don't count her out just yet! Her feline shenanigans can become too much for some opponents, and if played right, proves that tournament rankings don't mean a thing in the heat of battle.

Perhaps the best technique for infuriating your foe is the Sand Splash. The roundhouse version provides maximum range while powering up your special gauge quickly. In most cases, this should tempt your opponent to camp at you, at which time they can be easily intercepted by a low fierce, close short or close roundhouse.

Against projectile characters, Felicia's Rolling Back Claw and Dancing Flash are vital to ensure success. From the length of the screen, either of these moves can roll right under a fireball and tag the opponent while they are still in recovery. Keep in mind, you must anticipate their actions to use this technique successfully. Though the Delta Kick can also be used in this situation, it is not recommended due to the lack of damage it inflicts.

Felicia's dash is yet another handy trick for wearing down the opponent's defenses. The most commonly used tactic is to dash with a forward kick and immediately follow up with either a grab or a Delta Kick. Since you are trying to confuse your rival, it is a good idea to grab them only on the initial attempt. Once the enemy is in fear of being thrown and tries to reverse, you can nail them with the Delta Kick. Dashing behind a downed opponent is another great trick which often leaves players blocking in the wrong direction. Once in position, you can either finish them off with a chain combo or forward dash again to confuse them even more.

One of Felicia's best kept secrets is her infinite Rolling Scratch combo. Though it mainly works on Ananakis, it can (timing is highly stressed here) be done on some of the other large characters in DarkStalkers. Start from a foot sweep's distance away (in the corner) and begin the Rolling Scratch move so that it hits Ananakis as low as possible, rapidly tapping punch. If timed right you'll land before Ananakis does. Once on the ground quickly (quickly!) perform another Rolling Scratch move, rapidly tapping punch, this should juggle Ananakis back up. Again you should land before Ananakis, and repeat the Rolling Scratch juggle. Felicia will power up during this combo and her Rolling Scratch move will hit more than normally, so it is necessary to re-adjust your timing. If successful, you can completely wipe out Ananakis' energy bar. The record of hits here at the office stands at 36, and yes, turbo buttons are recommended.

Overall, Felicia is a pretty solid character. She's not a character you would want to pick in a grudge match, but one you might want to use against the local chumps. The fact that Felicia is ranked on the lowest tier is upsetting, but is no reason to overlook this rambunctious feline.

GUARD REVERSAL



ANTI-AIR MOVES

SHORT

ROUNDHOUSE

FIERCE



Close Short, Close Roundhouse, and Low Fierce are all great counters against jumping opponents.

DASH-IN

REVERSAL

→+ FORWARD

← OR →+ STRONG

←↓+ SHORT



Confuse the opponent by dashing in with a forward and then following up with either a grab or a Delta Kick.

FIREBALL COUNTERS

←↓+ ANY PUNCH

↓+←+↓+ALL 3 PUNCHES



Anticipate a projectile and roll under with either a Rolling Back Claw or a Dancing Flash.

COUNTER

ROUNDHOUSE



Low Roundhouse is a great fireball counter at close range.

DASH BEHIND

→



Dash behind a rising opponent and follow up with a chain combo.

ANNOYANCE

↓+←+ ANY PUNCH



The Sand Splash is Felicia's best method for antagonizing the opponent.

BISHAMON

(SAMURAI)



NAME
BISHAMON
TIME PERIOD
1673 A.D.
HEIGHT
6 ft. 2 in.
WEIGHT
132 lbs.
ORIGIN
JAPAN

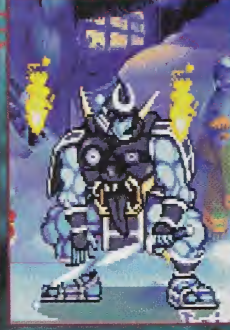
POSES

BISHAMON

1P COLOR

WIN/LOSS PORTRAITS

2P COLOR



WIN 1

WIN 2

DRAW

TIME OVER



DASH →

DASH ←

GRAB MISS



CURSED

BURNED

SHOCKED

STABBED

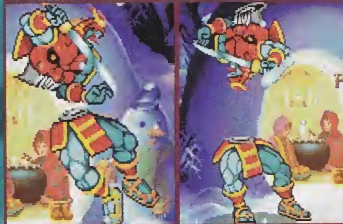


SPIRIT HOLD

POISONED



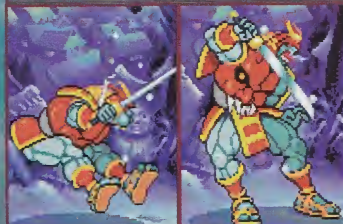
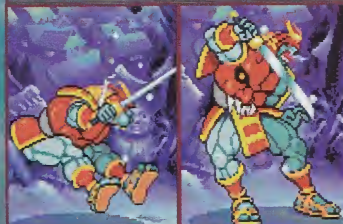
SLICED



TRIPPED



HITS



ATTACKS

STANDING

JAB		STRONG		FIERCE		SHORT		FORWARD		ROUNDHOUSE	
DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK
7%	H/L	13%+3%+3%	H/L	15%+3%+3%	H/L	7%	L	7%	H/L	10%	H/L
											

STANDING(Hold Towards)

JAB		STRONG		FIERCE		SHORT		FORWARD		ROUNDHOUSE	
DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK
11%	H/L	13%	H/L	15%	H/L	7%	H/L	10%	H/L	12%	H/L
											

DASHING

JAB		STRONG		FIERCE		SHORT		FORWARD		ROUNDHOUSE	
DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK
7%	H/L	13%+3%+3%	H/L	15%+3%+3%	H/L	7%	L	7%	H/L	10%	H/L
											

CROUCHING

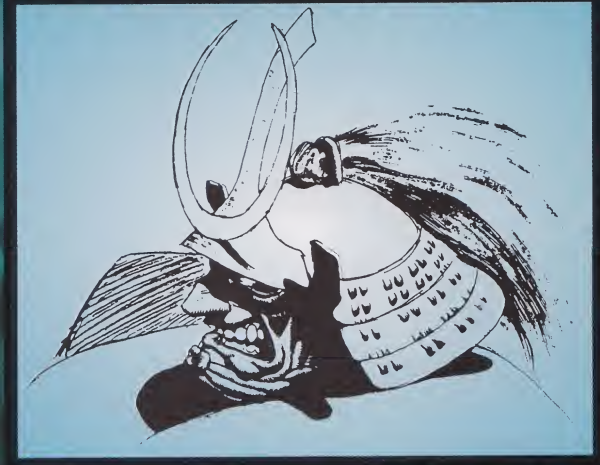
JAB		STRONG		FIERCE		SHORT		FORWARD		ROUNDHOUSE	
DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK
7%	H/L	12%	H/L	15%	H/L	6%	L	10%	L	15%	L
											

JUMPING

JAB		STRONG		FIERCE		SHORT		FORWARD		ROUNDHOUSE	
DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK
7%	H/A	11%+11%	H/A	13%	H/A	8%	H/A	11%	H/A	15%	H/A
											

SPECIAL MOVES

BISHAMON



← OR → + STRONG OR FIERCE

DAMAGE

BLOCK

VARIABLE

NA



JUMP ↑↗ + ANY PUNCH

DAMAGE

BLOCK

6%

H/L/A

MUKUROFUJI



←↙↘↗ + ANY PUNCH

DAMAGE

BLOCK

6%

H/L/A



KAESHIYAIBA

↓↙← + ANY PUNCH

DAMAGE

BLOCK

0%

NA



KENZAN

→↓↘ + ANY PUNCH

DAMAGE

BLOCK

3% + 13%

NA



↓↘↗ + ANY PUNCH

DAMAGE

BLOCK

9% + 15%

NA



KIRISUTEGOMEN

→↘↓↙ + ANY PUNCH

DAMAGE

BLOCK

VARIABLE

NA



→↘↓↙ + ANY PUNCH

DAMAGE

BLOCK

7% OR 3% + 13% OR 7%

NA



SPECIAL



← CHARGE → + ANY PUNCH

DAMAGE

BLOCK

9% + 5% + 6%

H/L



IAIGIRI (LOW)

← CHARGE → + ANY KICK

DAMAGE

BLOCK

9% + 5% + 6%

H/L



↔↔↔ + ANY PUNCH

6% + 5% x2 + 11% + 5%

BLOCK

H/L



SPECIAL

↔↔↔ + ANY KICK

6% + 5% x2 + 11% + 5%

BLOCK

L

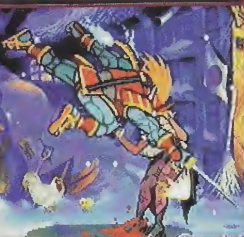


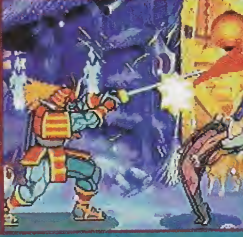


COMBOS

BISHAMON





4 HIT JUMP-IN CHAIN COMBO

NOVICE / 44%

DEMITRI	O	-15%-	-7%-	-7%-	-15%- → +
J. TALBAIN	O	ROUNDHOUSE	JAB	FORWARD	FIERCE
ANAKARIS	O				
SASQUATCH	O				
L. RAPTOR	O				
MORRIGAN	O				
FELICIA	O				
BISHAMON	O				
RIKUO	O				
VICTOR	O				



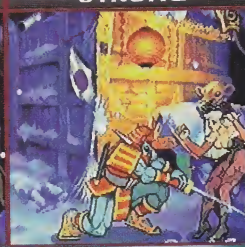
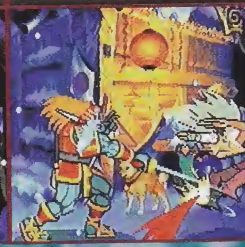
4 HIT JUMP-IN CHAIN COMBO

NOVICE / 49%

DEMITRI	O	-15%-	-7%-	-12%-	-15%-
J. TALBAIN	O	ROUNDHOUSE	JAB	STRONG	FIERCE
ANAKARIS	O				
SASQUATCH	O				
L. RAPTOR	O				
MORRIGAN	O				
FELICIA	O				
BISHAMON	O				
RIKUO	O				
VICTOR	O				





4 HIT JUMP-IN CHAIN COMBO

NOVICE / 43%

DEMITRI	O	-15%-	-6%-	-10%-	-12%- → +
J. TALBAIN	O	ROUNDHOUSE	SHORT	STRONG	ROUNDHOUSE
ANAKARIS	O				
SASQUATCH	O				
L. RAPTOR	O				
MORRIGAN	O				
FELICIA	O				
BISHAMON	O				
RIKUO	O				
VICTOR	O				



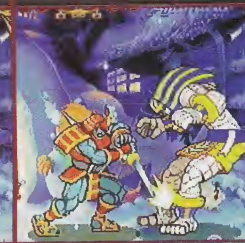

4 HIT JUMP-IN CHAIN COMBO

NOVICE / 40%

DEMITRI	O	-11%-	-7%- → +	-7%-	-15%- → +
J. TALBAIN	O	STRONG	SHORT	FORWARD	FIERCE
ANAKARIS	O				
SASQUATCH	O				
L. RAPTOR	O				
MORRIGAN	O				
FELICIA	O				
BISHAMON	O				
RIKUO	O				
VICTOR	O				




4 HIT JUMP-IN CHAIN COMBO




NOVICE / 37%




DEMITRI	O	-11%-	-7%-	-7%-	-12%- → +
J. TALBAIN	O	STRONG	SHORT	FORWARD	ROUNDHOUSE
ANAKARIS	O				
SASQUATCH	O				
L. RAPTOR	O				
MORRIGAN	O				
FELICIA	O				
BISHAMON	O				
RIKUO	O				
VICTOR	O				

COMBOS

BISHAMON

4 HIT JUMP-IN CHAIN COMBO				
NOVICE / 34%				
DEMITRI	O	-11%-	-7%-	-13% + 3%-
J. TALBAIN	O	STRONG	SHORT	STRONG
ANAKARIS	O			
SASQUATCH	O			
L. RAPTOR	O			
MORRIGAN	O			
FELICIA	O			
BISHAMON	O			
RIKUO	O			
VICTOR	O			

4 HIT JUMP-IN CHAIN COMBO				
NOVICE / 46%				
DEMITRI	O	-11%-	-7%-	-13%-
J. TALBAIN	O	STRONG	JAB	STRONG
ANAKARIS	O			ROUNDHOUSE
SASQUATCH	O			
L. RAPTOR	O			
MORRIGAN	O			
FELICIA	O			
BISHAMON	O			
RIKUO	O			
VICTOR	O			

5 HIT JUMP-IN COMBO				
ADVANCED / 48%				
DEMITRI	O	-11%-	-7%-	-6%-
J. TALBAIN	O	FORWARD	JAB	← ↓ ↓ → +
ANAKARIS	O			FIERCE
SASQUATCH	O			
L. RAPTOR	O			
MORRIGAN	O			
FELICIA	O			
BISHAMON	O			
RIKUO	O			
VICTOR	O			

5 HIT JUMP-IN CHAIN COMBO				
ADVANCED / 53%				
DEMITRI	O	-11%-	-7%-	-7%-
J. TALBAIN	O	FORWARD	→ SHORT	→ SHORT
ANAKARIS	O			
SASQUATCH	O			
L. RAPTOR	O			
MORRIGAN	O			
FELICIA	O			
BISHAMON	O			
RIKUO	O			
VICTOR	O			

COMBOS

BISHAMON

6 HIT JUMP-IN SPECIAL COMBO

ADVANCED / 24% + X

DEMITRI	O	-11%-	-7%-	-6%-	-VARIABLE-
J. TALBAIN	O	FORWARD	JAB	←↓↘→+ FIERCE	→↓↘+ FIERCE
ANAKARIS	O			↓↙←+ FIERCE	
SASQUATCH	O				
L. RAPTOR	O				
MORRIGAN	O				
FELICIA	O				
BISHAMON	O				
RIKUO	O				
VICTOR	O				

4 HIT CROSS-UP COMBO

EXPERT / 43%

DEMITRI	X	-8%-	-7%-	-13%-	-15%-
J. TALBAIN	X	SHORT	SHORT	STRONG	FIERCE
ANAKARIS	O				
SASQUATCH	X				
L. RAPTOR	X				
MORRIGAN	X				
FELICIA	X				
BISHAMON	O				
RIKUO	X				
VICTOR	O				

5 HIT CROSS-UP COMBO

EXPERT / 41%

DEMITRI	X	-8%-	-7%-	-11%-	-15%-
J. TALBAIN	X	SHORT	SHORT	FORWARD	FIERCE
ANAKARIS	O				
SASQUATCH	X				
L. RAPTOR	X				
MORRIGAN	X				
FELICIA	X				
BISHAMON	O				
RIKUO	X				
VICTOR	O				

5 HIT CROSS-UP COMBO

EXPERT / 45%

DEMITRI	X	-8%-	-7%-	-6%-	-9% + 15%-
J. TALBAIN	X	SHORT	SHORT	←↓↘→+ FIERCE	↓↘+ FIERCE
ANAKARIS	O				
SASQUATCH	X				
L. RAPTOR	X				
MORRIGAN	X				
FELICIA	X				
BISHAMON	O				
RIKUO	X				
VICTOR	O				

STRATEGIES

Bishamon is perhaps the second hardest character to master next to Anakaris. Bishamon is a powerful character, and plays well when finesse.

Bishamon has six standard attacks, all of which serve a purpose in certain situations. For example, Bishamon's crouching fierce not only serves as a long range attack, but if timed right can pass underneath fireballs, striking your opponent while they're stuck in their fireball animation. To further add to his complexities, holding forward allots Bishamon six more attacks. His holding-towards attacks generally add more range to his overall striking distance.

The ranges of each attack should be carefully scrutinized, for Bishamon's greatest offense is his trusty katana. Because Bishamon lacks an uppercut move (except when rising from a fall) a standing strong attack is ideal for knocking opponents from the air. Performing a forward dash followed by a strong also works well against airborne opponents out of range.

When in close, try to anticipate your opponent's fireballs by jumping straight up followed by a roundhouse, which strikes at an angle to catch your opponent in their fireball animation. Bishamon's range should allow enough time for the fireball to pass underneath.

Bishamon has two slow projectiles, Mukurofujii and his Haneyaiba. Should either of the two connect, your opponent becomes temporarily stunned allowing you a follow up attack. The actual Mukurofujii, and Haneyaiba inflict little if any damage. It's best to combine the two attacks by first stunning your opponent with a Mukurofujii, followed by a Haneyaiba, and wrapped up with a finishing move like the Tsujihayate.

The Mukurofujii must be performed in the air, and the level of punch button used determines the angle at which the projectile travels. This works effectively as a keep away move because of its flexible range.

Bishamon's Haneyaiba can lead into three

other moves. You can either reel your opponent in and follow up with an uppercut, or grab your sword back slicing your opponent into two halves in the process. Either uppercutting your opponent or cutting them in two inflicts a substantial amount of energy. The Haneyaiba can also be chained onto small combos.

When fighting fireball happy opponents, try cutting through the fireballs with Bishamon's laigiri. He has two variations of this move, a high and low laigiri. If timed right, the low laigiri can pass underneath fireballs, hitting your opponent in exchange, and when in close, the high laigiri not only cuts through most oncoming projectiles but your opponent as well. The super laigiri (high and low) hits three times, inflicting a great amount of damage, and has a reach of nearly half the screen.

An easy pattern to use against slow opponents is to dash in and Kirisutegomen. This will catch them by surprise, and will set them up expecting another dashing cheese, only this time repeat the dash but come in with a standing short. The short hits low, and should stop any incoming opponents trying to perform their throw first. If successful, waste no time and immediately follow the short with a chain combo.

Bishamon also has an uppercut move which doubles as his get up move, and as his guard reversal move. Simply perform a standard Dragon Punch motion (toward, down, down toward) and any punch button. Timing is the key.

Overall, Bishamon is best played patiently, like a cobra waiting to strike. His excellent striking range allows him to land simple three hit chain combos from normally-out-of-range distances. Perfecting Bishamon's chain combos is truly the key to playing him successfully, for each attack inflicts a tremendous amount of damage.

FIREBALL COUNTERS



Bishamon's excellent range allows his low fierce, jumping up roundhouse, and low laigiri to bypass most oncoming fireballs.

ANTI-FIREBALL MOVE



Bishamon's high laigiri can cut through most fireballs, and, if in close, your opponent as well.

DASH-IN STRATEGY

→→ ←OR→ + STRONG OR FIERCE

ROUNDHOUSE

REVERSALS

→↓↘ + ANY PUNCH

→↓↘ + ANY PUNCH

ANTI-AIR

→→ + STRONG

Use a simple dash in strategy to mix up your opponent. Dash in and throw your opponent to start the pattern. Follow this up with a reversal, and repeat.

Use a dashing strong for the air counter.

RIKUO

(MERMAN)



NAME
RIKUO
TIME PERIOD
1953 A.D.
HEIGHT
6 ft.
WEIGHT
137 lbs.
ORIGIN
BRAZIL

POSES

RIKUDO

1P COLOR

WIN/LOSS PORTRAITS

2P COLOR



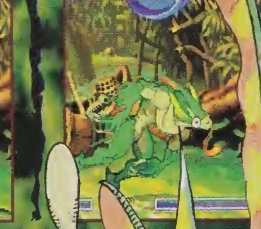
WIN 1

WIN 2

DRAW

TIME OVER

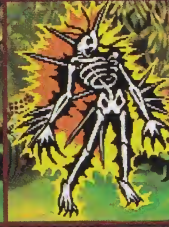
GRAB MI



CURSED

BURNED

SHOCKED



STABBED

SPIRIT HOLD

POISONED



TRIPPED

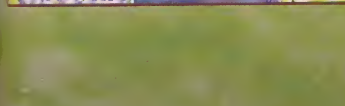
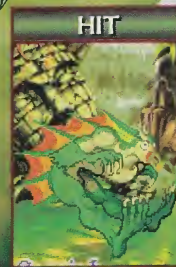
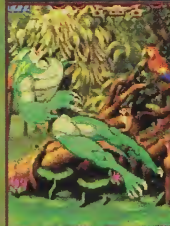
DASH →

DASH ←



SLICED

HIT



ATTACKS

RIKUO

STANDING

JAB		STRONG		FIERCE		SHORT		FORWARD		ROUNDHOUSE	
DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK
6%	H/L	8% + 6%	H/L	15% OR 13%	H/L	7%	H/L	12%	H/L	13%	H/L

CLOSE

JAB		STRONG		FIERCE		SHORT		FORWARD		ROUNDHOUSE	
DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK
6%	H/L	8% + 6%	H/L	15% OR 13%	H/L	7%	H/L	12%	H/L	13%	H/L

DASHING

JAB		STRONG		FIERCE		SHORT		FORWARD		ROUNDHOUSE	
DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK
6%	H/L	6% + 6%	H/L	12%	H/L	7%	L	6% + 7%	L	15%	L

CROUCHING

JAB		STRONG		FIERCE		SHORT		FORWARD		ROUNDHOUSE	
DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK
6%	H/L	6% + 6%	H/L	12%	H/L	7%	L	6% + 7%	L	15%	L

JUMPING

JAB		STRONG		FIERCE		SHORT		FORWARD		ROUNDHOUSE	
DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK
7%	H/A	12%	H/A	15%	H/A	9%	H/A	11% OR 9%	H/A	13%	H/A

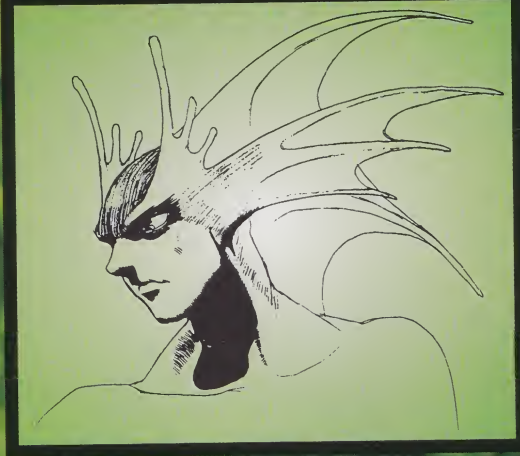
SPECIAL MOVES

RIKUO

→↓↙← + FORWARD OR ROUNDHOUSE

DAMAGE
VARIABLE

BLOCK
NA



← OR → + STRONG OR FIERCE

DAMAGE
VARIABLE

BLOCK
NA



←← + ANY KICK

DAMAGE

BLOCK

SHORT-15%, FORWARD-16%, ROUNDHOUSE- 17% H/L



→↓↙← + STRONG OR FIERCE

DAMAGE
VARIABLE

BLOCK
NA



DAMAGE

BLOCK

SHORT-18%, FORWARD-19%, ROUNDHOUSE- 20% H/L



→↓↙ + ALL THREE PUNCHES OR KICKS

DAMAGE
15% + 20%

BLOCK
NA



↓↙↘ + ANY PUNCH

DAMAGE

BLOCK

8%

H/L

SONIC WAVE



←↙↘↙ + ANY KICK

DAMAGE
6%

BLOCK
H/L



←↙ + ANY PUNCH

DAMAGE

BLOCK

JAB- 7% x4, STRONG- 7% x3, FIERCE- 7% x3 H/L



DAMAGE
8%

BLOCK
H/L



DAMAGE

BLOCK

JAB- 5% x5, STRONG- 5% x6, FIERCE- 5% x8 H/L



COMBOS

RIKUO

3 HIT COMBO NOVICE / 27%			
DEMITRI	O		
J. TALBAIN	O	-8%- ↓ ↘ ↙ +	-6%-
ANAKARIS	O	ANY PUNCH	STRONG
SASQUATCH	O		
L. RAPTOR	O		
MORRIGAN	O		
FELICIA	O		
BISHAMON	O		
RIKUO	O		
VICTOR	O		

2 HIT JUGGLE COMBO NOVICE / 25%			
DEMITRI	O		
J. TALBAIN	O	-8%- ↓ ↘ ↙ +	-17%- ← +
ANAKARIS	O	ANY PUNCH	ROUNDHOUSE
SASQUATCH	O		
L. RAPTOR	O		
MORRIGAN	O		
FELICIA	O		
BISHAMON	O		
RIKUO	O		
VICTOR	O		


4 HIT JUMP-IN CHAIN COMBO NOVICE / 39%				
DEMITRI	O			
J. TALBAIN	O	-9%-	-6%-	-12%-
ANAKARIS	O	FORWARD	JAB	FORWARD
SASQUATCH	O			
L. RAPTOR	O			
MORRIGAN	O			
FELICIA	O			
BISHAMON	O			
RIKUO	O			
VICTOR	O			




4 HIT JUMP-IN CHAIN COMBO NOVICE / 42%				
DEMITRI	O			
J. TALBAIN	O	-15%-	-8% + 6%-	-13%-
ANAKARIS	O	FIERCE	STRONG	ROUNDHOUSE
SASQUATCH	O			
L. RAPTOR	O			
MORRIGAN	O			
FELICIA	O			
BISHAMON	O			
RIKUO	O			
VICTOR	O			




4 HIT JUMP-IN CHAIN COMBO NOVICE / 44%				
DEMITRI	O			
J. TALBAIN	O	-15%-	-6%-	-8%-
ANAKARIS	O	FORWARD	JAB	STRONG
SASQUATCH	O			
L. RAPTOR	O			
MORRIGAN	O			
FELICIA	O			
BISHAMON	O			
RIKUO	O			
VICTOR	O			

COMBOS

RIKUO

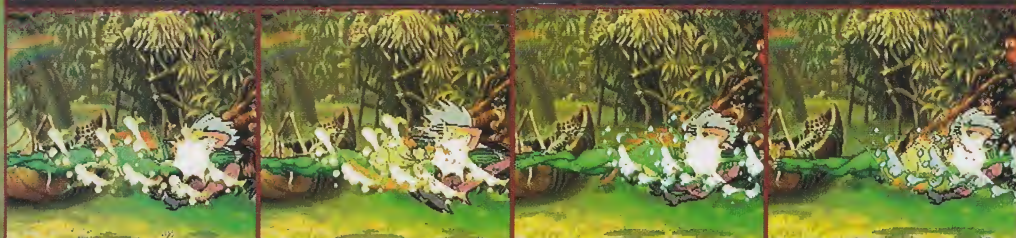
4 HIT JUMP-IN CHAIN COMBO				
NOVICE / 29%				
DEMITRI	O			
J. TALBAIN	O	-9%-	-6%-	-8% + 6%-
ANAKARIS	O	FORWARD	JAB	STRONG
SASQUATCH	O			
L. RAPTOR	O			
MORRIGAN	O			
FELICIA	O			
BISHAMON	O			
RIKUO	O			
VICTOR	O			

4 HIT JUMP-IN CHAIN COMBO				
NOVICE / 36%				
DEMITRI	O			
J. TALBAIN	O	-9%-	-6%-	-8%-
ANAKARIS	O	FORWARD	JAB	STRONG
SASQUATCH	O			
L. RAPTOR	O			
MORRIGAN	O			
FELICIA	O			
BISHAMON	O			
RIKUO	O			
VICTOR	O			

4 HIT JUMP-IN CHAIN COMBO				
NOVICE / 48%				
DEMITRI	O			
J. TALBAIN	O	-15%-	-6%-	-12%-
ANAKARIS	O	FIERCE	JAB	FORWARD
SASQUATCH	O			
L. RAPTOR	O			
MORRIGAN	O			
FELICIA	O			
BISHAMON	O			
RIKUO	O			
VICTOR	O			

8 HIT JUMP-IN SPECIAL COMBO				
ADVANCED / 47%				
DEMITRI	O			
J. TALBAIN	O	-9%-	-8%-	-5% x6 -
ANAKARIS	O	FORWARD	STRONG	STRONG
SASQUATCH	O			
L. RAPTOR	O			
MORRIGAN	O			
FELICIA	O			
BISHAMON	O			
RIKUO	O			
VICTOR	O			

CONTD.



COMBOS

RIKUO

6 HIT JUMP-IN COMBO

ADVANCED / 44%

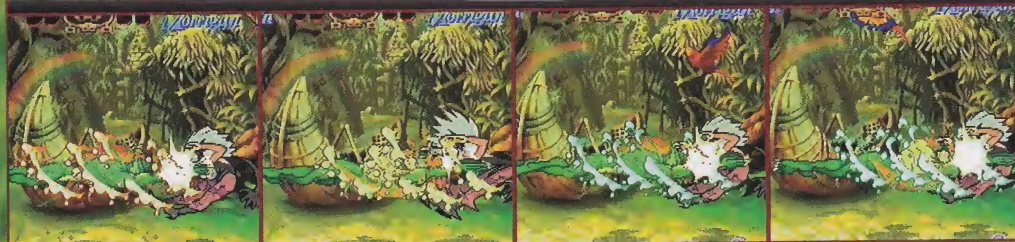
DEMITRI	O				
J. TALBAIN	O	-9%-	-6%-	-8%-	-7% x3-
ANAKARIS	O	FORWARD	JAB	STRONG	FIERCE
SASQUATCH	O				
L. RAPTOR	O				
MORRIGAN	O				
FELICIA	O				
BISHAMON	O				
RIKUO	O				
VICTOR	O				

9 HIT JUMP-IN SPECIAL COMBO

EXPERT / 53%

DEMITRI	O				
J. TALBAIN	O	-9%-	-6%-	-8%-	-5% x6-
ANAKARIS	O	FORWARD	JAB	STRONG	STRONG
SASQUATCH	O				
L. RAPTOR	O				
MORRIGAN	O				
FELICIA	O				
BISHAMON	O				
RIKUO	O				
VICTOR	O				

CONTD.

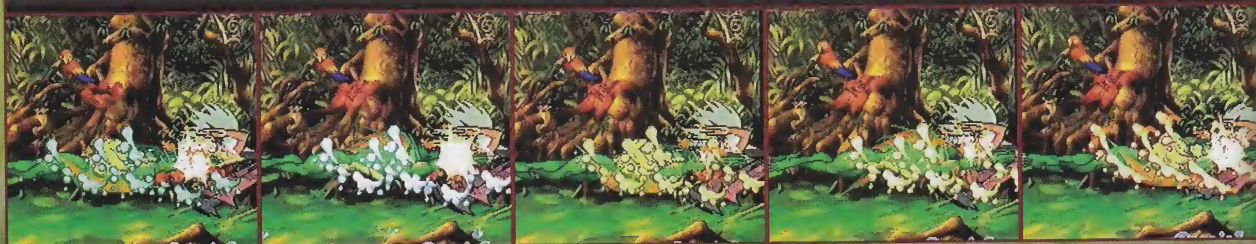


10 HIT CORNER SPECIAL COMBO

EXPERT / 56%

DEMITRI	O				
J. TALBAIN	O	-6%-	-6%-	-6%-	-8%-
ANAKARIS	O	JAB	JAB	JAB	STRONG
SASQUATCH	O				
L. RAPTOR	O				
MORRIGAN	O				
FELICIA	O				
BISHAMON	O				
RIKUO	O				
VICTOR	O				

CONTD.



STRATEGIES

RIKUU

Rikuo is possibly the most unused character in arcades, and is therefore difficult to figure out how to use and to play against. One who understands Rikuo's strategy well may easily be able to shred through numerous challengers on the surprise factor alone.

Rikuo's key advantage is cheese. His dash, which also goes under fireballs, is usually combined with fierce and then followed by a throw. If the fierce is blocked, the instantaneous grab which follows is extremely hard to avoid. The opponent's best chance to counter this technique is to take the hit from the fierce and attempt to reverse with a throw. Even then Rikuo sometimes gets priority.

A good method for annoying the opponent is the Sonic Wave. Even though it only takes off a miniscule amount of energy when blocked, it can stop oncoming projectiles as well as stop a jumping opponent. This works great as a defensive move: Not only does it halt projectiles as well as your opponent, but it opens a window of opportunity for a follow up hit. When performed against opponents jumping in, it'll stun them in the air (this works best with fierce) and can be immediately followed by a Tricky Fish. The timing for this one-two combination is crucial, but well worth the extra effort. Performing the Sonic Wave regularly during a round is a good way to keep your opponent back and build up your special gauge.

The long range Aqua Spread can be helpful against players who tend to sit at the other end of the screen and throw projectiles. Simply match the opponent's projectiles with a Sonic Wave until your special gauge is full,

then anticipate the next one and counter with an Aqua Spread. In some cases you will end up trading, but they will lose far more energy. Another trick is to perform an Aqua Spread and then push the opponent into it with a dashing fierce once they try to step out of the way.

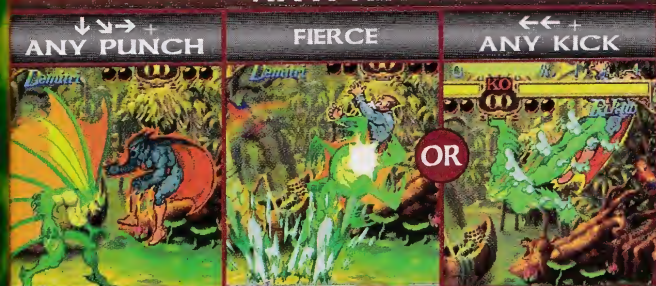
To further add to Rikuo's repertoire of tricky moves, he also has the Tricky Fish special move, which must be done from a backwards dash. This works great against aggressive players who like to jump in a lot because Rikuo can perform his Tricky Fish move after any of his three hops as he back dashes. However, the speed at which it must be executed makes it difficult to hit quick jumping characters such as Jon Talbain.

Other than in combos, Rikuo's Screw Jet can either be used to hit an opponent after they miss a move or just to get close after a knockdown. In both cases it is a good idea to use the jab version of this move. The special Screw Jet has no advantages besides added damage.

GUARD REVERSAL

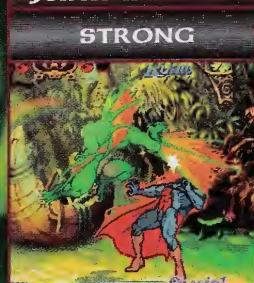


ANTI-AIR



Catch jumping opponents with a Sonic Wave. Follow this with a standing Fierce attack, or get "Tricky" with an immediate Tricky Fish for a bit more damage.

JUMPING-IN



A jumping strong attack is Rikuo's best jump in attack.

COUNTER



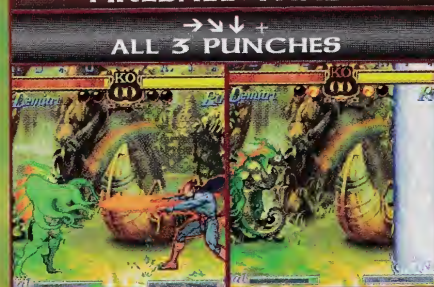
Dash under fireballs and come in with a throw or attack.

DASH-IN STRATEGY



When in trouble, dash in with a fierce and force a block. Follow this up with a throw!

FIREBALL TRADE



When low on time, use this fireball trade to inflict more damage than you receive.

SASQUATCH

(BIGFOOT)



NAME
SASQUATCH
TIME PERIOD
1903 A.D.

HEIGHT
5 ft. 5 in.

WEIGHT
397 lbs.

ORIGIN
CANADA

POSES

SASQUATCH

1P COLOR

WIN/LOSS PORTRAITS

2P COLOR



WIN 1

WIN 2

DRAW

TIME OVER



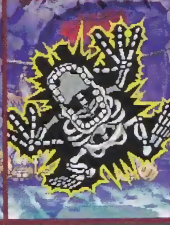
HIT



CURSED

BURNED

SHOCKED



STABBED

SPIRIT HOLD

POISONED



DASH →

DASH ←



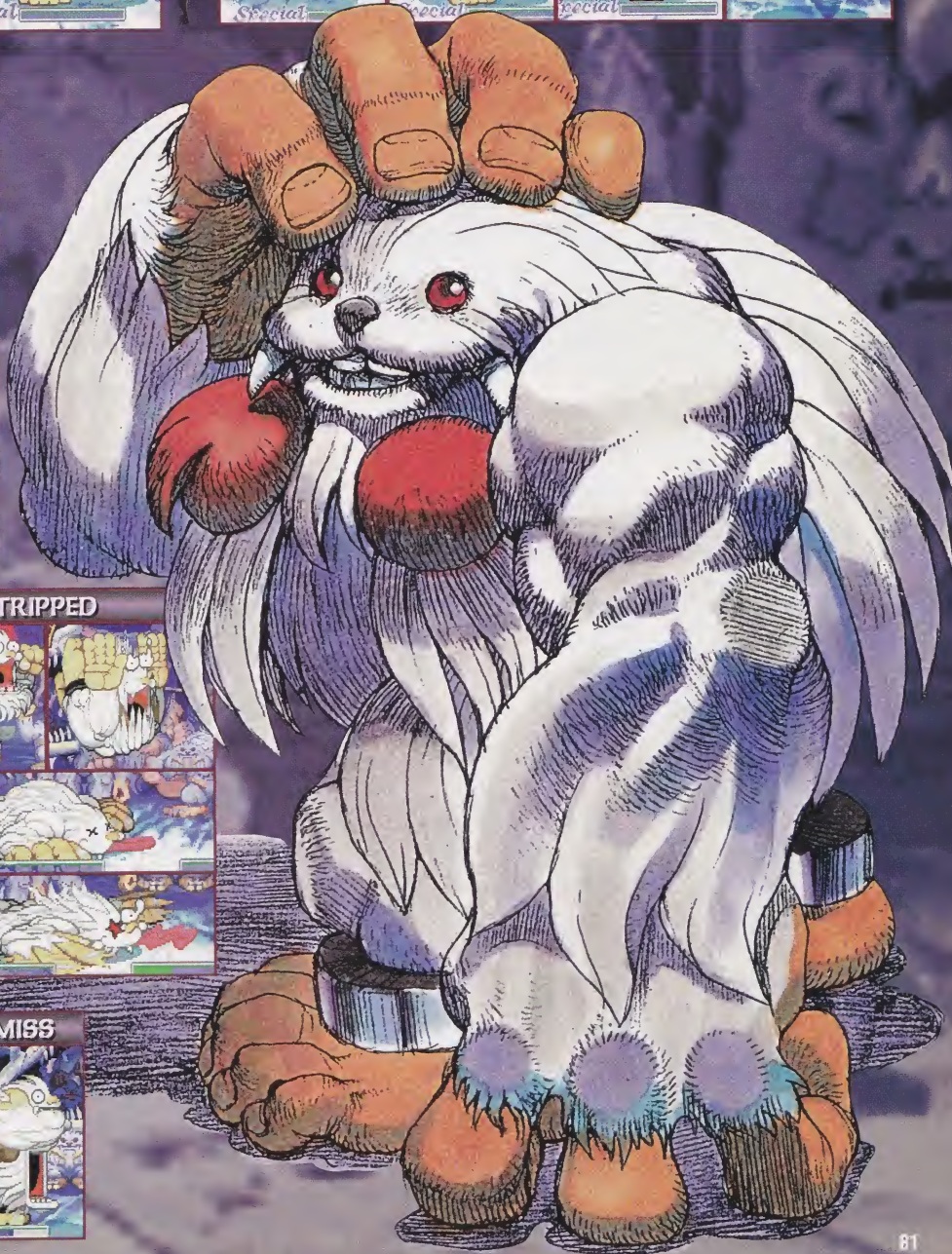
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GRAB MISS





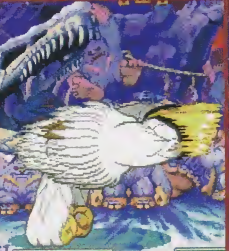



ATTACKS




STANDING

JAB		STRONG		FIERCE		SHORT		FORWARD		ROUNDHOUSE	
DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK
6%	H/L	12%	H/L	6% + 11%	H/L	7%	H/L	13%	H/L	13% + 6%	H/L
											







CLOSE

JAB		STRONG		FIERCE		SHORT		FORWARD		ROUNDHOUSE	
DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK
6%	H/L	12%	H/L	6% + 11%	H/L	7%	H/L	13%	H/L	13% + 6%	H/L
											



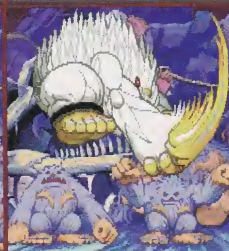



CROUCHING

JAB		STRONG		FIERCE		SHORT		FORWARD		ROUNDHOUSE	
DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK
5%	H/L	10%	H/L	6% + 11%	H/L	9%	L	13%	L	15%	L
											

JUMPING

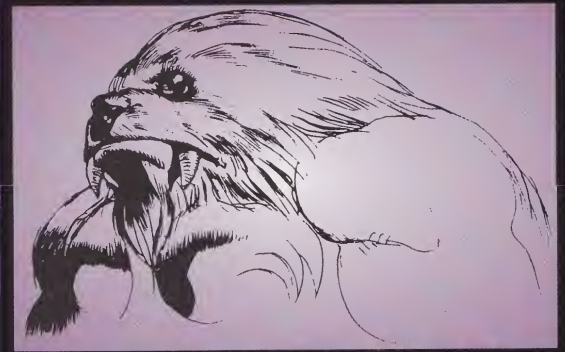
JAB		STRONG		FIERCE		SHORT		FORWARD		ROUNDHOUSE	
DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK
7%	H/A	11%	H/A	15%	H/A	9% OR 7%	H/A	12% OR 9%	H/A	3% + 13%	H/A
											

DASHING

JAB		STRONG		FIERCE		SHORT		FORWARD		ROUNDHOUSE	
DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK	DAMAGE	BLOCK
7%	H/A	11%	H/A	15%	H/A	9% OR 7%	H/A	12% OR 9%	H/A	3% + 13%	H/A
											

SPECIAL MOVES

SASQUATCH



BIG SNOW

↓↘↙ + ANY PUNCH

DAMAGE
13%

BLOCK
H/L/A



↓↙↘ + FORWARD OR ROUNDHOUSE

DAMAGE
VARIABLE

BLOCK
NA



→↘↙↘↙↘ (360°) + ANY KICK

DAMAGE
VARIABLE

BLOCK
NA



↓↘ + ALL THREE PUNCHES

DAMAGE
15%

BLOCK
H/L



→↘↙ + ANY KICK

DAMAGE
6% X4

BLOCK
H/L



← OR → + STRONG OR FIERCE

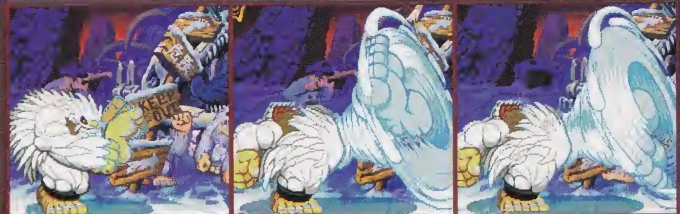
DAMAGE
VARIABLE

BLOCK
NA



DAMAGE
15% + 15%

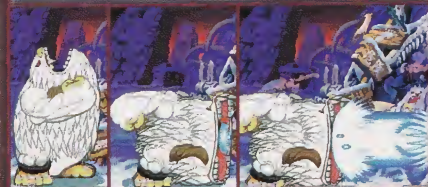
BLOCK
H/L



←↙↘↙↘ + ALL THREE PUNCHES (SPECIAL)

DAMAGE
33% + 33%

BLOCK
H/L



→↘↙ + STRONG OR FIERCE

DAMAGE
VARIABLE






BLOCK
NA








COMBOS

DASHING CHEESE COMBO




NOVICE / 100%

DEMITRI	O					
J. TALBAIN	O	-3% + 13%- →+ ROUNDHOUSE	-VARIABLE- ↓+ ROUNDHOUSE	-3% + 13%- →+ ROUNDHOUSE	-VARIABLE- ↓+ ROUNDHOUSE	-3% + 13%- →+ ROUNDHOUSE
ANAKARIS	O					
SASQUATCH	O					
L. RAPTOR	O					
MORRIGAN	O					
FELICIA	O					
BISHAMON	O					
RIKUO	O					
VICTOR	O					

CONTD.	-VARIABLE- ↓+ ROUNDHOUSE	-3% + 13%- →+ ROUNDHOUSE	-VARIABLE- ↓+ ROUNDHOUSE	-13%- ←↓+ ALL 3 PUNCHES
				





DASHING ROUNDHOUSE CHEESE COMBO

NOVICE / 29% + X

DEMITRI	O			
J. TALBAIN	O	-3% + 13%- →+ ROUNDHOUSE	-VARIABLE- ↓+ ROUNDHOUSE	-13%- ←↓+ ALL 3 PUNCHES
ANAKARIS	O			
SASQUATCH	O			
L. RAPTOR	O			
MORRIGAN	O			
FELICIA	O			
BISHAMON	O			
RIKUO	O			
VICTOR	O			


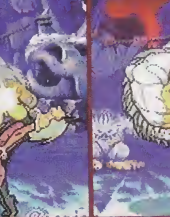
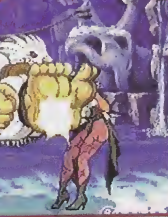

4 HIT JUMP-IN CHAIN COMBO

NOVICE / 47%

DEMITRI	O				
J. TALBAIN	O	-15%- FIERCE	-5%- JAB	-12%- STRONG	-15%- ROUNDHOUSE
ANAKARIS	O				
SASQUATCH	O				
L. RAPTOR	O				
MORRIGAN	O				
FELICIA	O				
BISHAMON	O				
RIKUO	O				
VICTOR	O				

5 HIT DASHING AIR CHAIN COMBO

ADVANCED / 59%

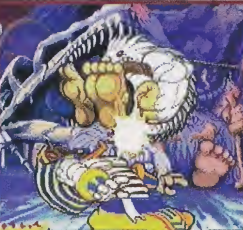



DEMITRI	O				
J. TALBAIN	O	-7%- →+ JAB	-3% + 13%- ROUNDHOUSE	-6%- JAB	-15% + 15%- →↓+ ANY KICK
ANAKARIS	O				
SASQUATCH	O				
L. RAPTOR	O				
MORRIGAN	O				
FELICIA	O				
BISHAMON	O				
RIKUO	O				
VICTOR	O				

COMBOS

SASQUATCH


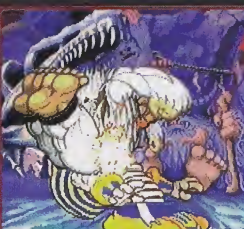


5 HIT CROSS-UP COMBO

ADVANCED / 61%

DEMITRI	O				
J. TALBAIN	O	-3% + 13% → +	-5%-	-10%-	-15% + 15% ↓ ↓ +
ANAKARIS	O	ROUNDHOUSE	JAB	STRONG	ANY KICK
SASQUATCH	O				
L. RAPTOR	O				
MORRIGAN	O				
FELICIA	O				
BISHAMON	O				
RIKUO	O				
VICTOR	O				

5 HIT CROSS-UP COMBO

ADVANCED / 44%

DEMITRI	O				
J. TALBAIN	O	-3% + 13% → +	-5%-	-10%-	-13% ← ↓ ↓ +
ANAKARIS	O	ROUNDHOUSE	JAB	STRONG	FIERCE
SASQUATCH	O				
L. RAPTOR	O				
MORRIGAN	O				
FELICIA	O				
BISHAMON	O				
RIKUO	O				
VICTOR	O				





8 CROSS-UP COMBO

ADVANCED / 55%

DEMITRI	O				
J. TALBAIN	O	-3% + 13% → +	-5%-	-10%-	
ANAKARIS	O	ROUNDHOUSE	JAB	STRONG	
SASQUATCH	O				
L. RAPTOR	O				
MORRIGAN	O				
FELICIA	O				
BISHAMON	O				
RIKUO	O				
VICTOR	O				
		-6% x4 → +			
		ROUNDHOUSE			
					

6 HIT DASHING AIR CHAIN CORNER COMBO

ADVANCED / 45%

DEMITRI	O				
J. TALBAIN	O	-7%- → +	-3% + 13% → +	-5%-	-6% + 11% → +
ANAKARIS	O	JAB	ROUNDHOUSE	JAB	FIERCE
SASQUATCH	O				
L. RAPTOR	O				
MORRIGAN	O				
FELICIA	O				
BISHAMON	O				
RIKUO	O				
VICTOR	O				

COMBOS

SASQUATCH

8 HIT DASHING AIR CHAIN COMBO

ADVANCED / 53%

DEMITRI	O				
J. TALBAIN	O	-7%- →→+ JAB	-3% + 13%-	-6%-	
ANAKARIS	O		ROUNDHOUSE	JAB	
SASQUATCH	O				
L. RAPTOR	O				
MORRIGAN	O				
FELICIA	O				
BISHAMON	O				
RIKUO	O				
VICTOR	O				
		-6% x4- →↓+ ROUNDHOUSE			

4 HIT CROSS-UP COMBO

ADVANCED / 39%

DEMITRI	O				
J. TALBAIN	O	-3% + 13%-	-10%-	-13%- ←↓→+ FIERCE	
ANAKARIS	O	ROUNDHOUSE	STRONG		
SASQUATCH	O				
L. RAPTOR	O				
MORRIGAN	O				
FELICIA	O				
BISHAMON	O				
RIKUO	O				
VICTOR	O				

5 HIT CROSS-UP COMBO

EXPERT / 55%

DEMITRI	O				
J. TALBAIN	O	-3% + 13%-	-12%-	-12%-	-15%-
ANAKARIS	O	ROUNDHOUSE	STRONG	STRONG	ROUNDHOUSE
SASQUATCH	O				
L. RAPTOR	O				
MORRIGAN	O				
FELICIA	O				
BISHAMON	O				
RIKUO	O				
VICTOR	O				

6 HIT DASHING AIR CHAIN CORNER COMBO

EXPERT / 47%







DEMITRI	O					
J. TALBAIN	O	-7%- →→+ SHORT	-7%- JAB	-3% + 13%-	-6% + 11%-	
ANAKARIS	O			ROUNDHOUSE	FIERCE	
SASQUATCH	O					
L. RAPTOR	O					
MORRIGAN	O					
FELICIA	O					
BISHAMON	O					
RIKUO	O					
VICTOR	O					

COMBOS

SASQUATCH

7 HIT DASHING AIR CHAIN CORNER COMBO

NOVICE / 64%

DEMITRI	O						
J. TALBAIN	O	-7%-	-7%-	-3% + 13%-	-9%-	-10%-	-15%-
ANAKARIS	O	JAB	SHORT	ROUNDHOUSE	SHORT	STRONG	ROUNDHOUSE
SASQUATCH	O						
L. RAPTOR	O						
MORRIGAN	O						
FELICIA	O						
BISHAMON	O						
RIKUO	O						
VICTOR	O						

STRATEGIES

Sasquatch is one of DarkStalkers' most humorous characters, however don't let his cutesy looks fool you, Sasquatch is also an extremely formidable character. His power and agility are a great combination considering his monstrous size.

All of Sasquatches attacks take off an ample amount of your opponent's energy. His best anti air attack would be a crouching fierce punch. Perform it early to swat the opponent from the air. The Big Typhoon special move is not only another excellent anti air move but also his guard reversal move, and if timed properly can hit multiple times. Whenever possible, try to connect a Big Typhoon in a combo, it's multiple hits make it extremely effective. When your special bar is flashing, throw out a surprise Big Typhoon at your opponent, its large striking area and speed make it ideal.

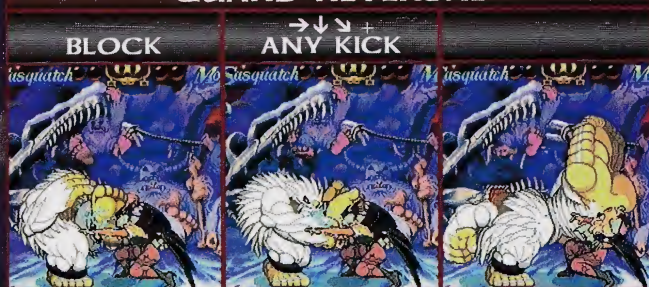
Sasquatch's least used move seems to be his Big Towers. Skilled players will want to use this move to their advantage. It's a quick escape from most fireballs when timed right, and also keeps your opponent at bay avoiding the follow up jump in attack.

Sasquatch does have projectiles, namely his Big Snow, and Arctic Blast special move. The level of punch buttons used for the Big Snow affect the range the snowballs travel. The job Big Snow works best as a fake, and the Fierce Big Snow works best in combos. When powered up with a special bar, dash in and try to eat your opponent with a Big Branch, and Arctic Blast your frozen opponent for major damage.

Try using Sasquatch's forward dash move to set up an offensive pattern. As you dash

towards you opponent, throw out an early short kick, so that the kick retracts just before you land in front of your opponent. This fake should force your opponent to take a blocking stance. Once Sasquatch lands from the fake, eat them up with a Big Branch cheese. Follow up the Big Branch with another forward dash, only this time perform a low roundhouse sweep, to mix up your opponent, and either make them take another blocking position, or walk right into the sweep trying to reverse your Big Branch cheese. If you happen to trip your opponent with the roundhouse, follow it up with another dash, only this time press roundhouse for the high opener, your opponent should be in a defensive crouching position expecting a low roundhouse, this allows you to connect high for the combo opener. This simple pattern works great, and can become even cheesier if you just dash in with a roundhouse, followed by a Big Branch as you land. This pattern can usually be repeated until your opponent runs out of energy - it's rather hard to escape.

GUARD REVERSAL

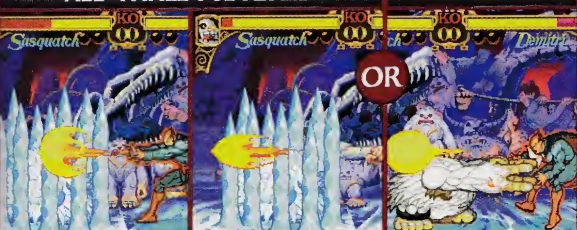


FIREBALL COUNTERS

ALL THREE PUNCHES

STRONG

OR



Use Sasquatch's Big Towers to evade oncoming fireballs. If in close, anticipate the fireball and slip underneath with a low strong.

DASH-IN STRATEGY

SHORT

ROUNDHOUSE

ROUNDHOUSE

OR



Dash in with an early short that misses and surprise your opponent with a Big Branch. Follow this up with another early short kick dash and use a low roundhouse for the reversal.

ANTI-AIR

FIERCE



An early low Fierce is an easy anti air attack.

HUITZIL

(ROBOT)



NAME
HUITZIL

TIME PERIOD
520 A.D.

HEIGHT
7 ft. 3 in.

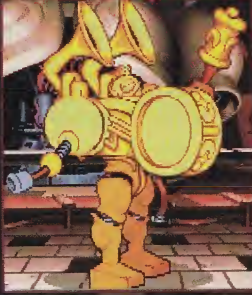
WEIGHT
2.27 tons

ORIGIN
MEXICO

POSES

HUTZIL

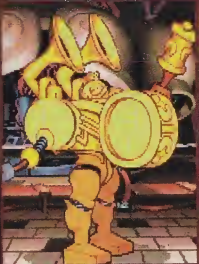
CPU COLOR



WIN PORTRAIT



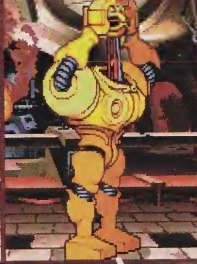
WIN 1



WIN 2



DRAW



TIME OVER



CURSED



BURNED



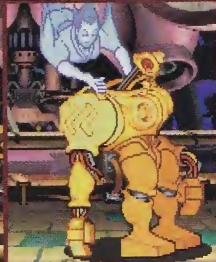
SHOCKED



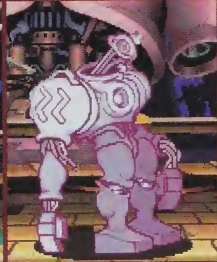
STABBED



SPIRIT HOLD



POISONED

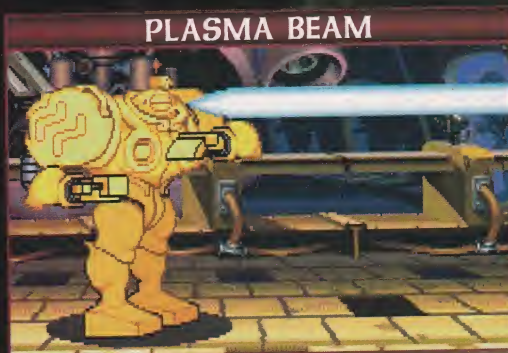


SPECIAL MOVES

HUITZIL



PLASMA BEAM



HAMMER SPHERE



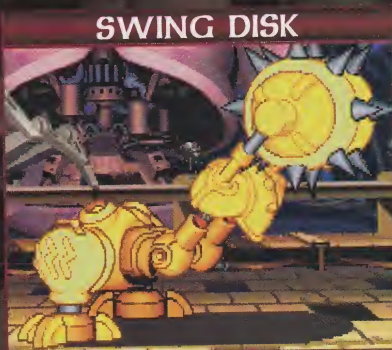
FLYING SAW



MIGHT LAUNCHER



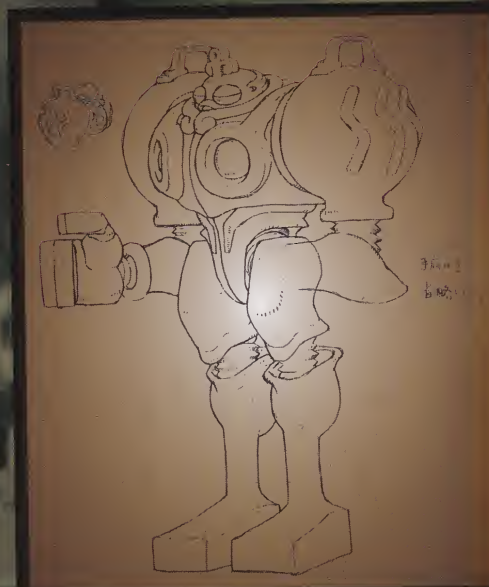
SWING DISK



HEAVY PINCHERS

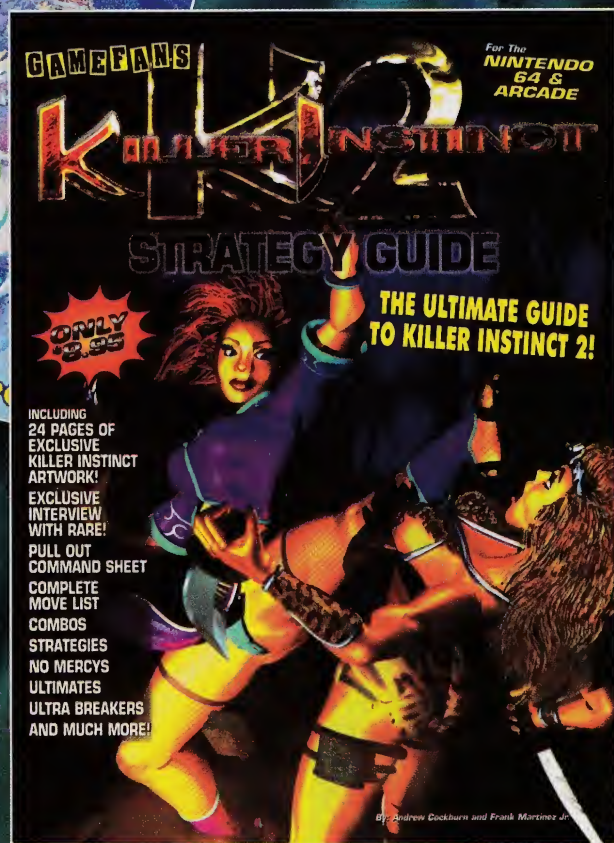


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		(Foreign add \$3 ea.)

TOTAL \$ _____

PYRON

(ALIEN)



NAME
PYRON

TIME PERIOD
1991 A.D.

HEIGHT
?

WEIGHT
?

ORIGIN
PLANET
HELLSTORM

POSES

PYRON

CPU COLOR

WIN PORTRAIT



WIN 1

WIN 2

DRAW

TIME OVER



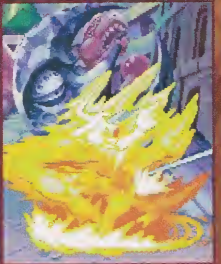
CURSED



SHOCKED



STABBED



SPIRIT HOLD



POISONED



SPECIAL MOVES

PYRON



SOUL SMASHER



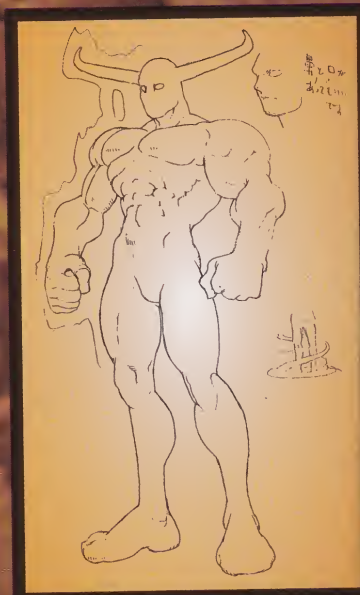
NUCLEAR ELEVATOR



MAGMA TRAIL



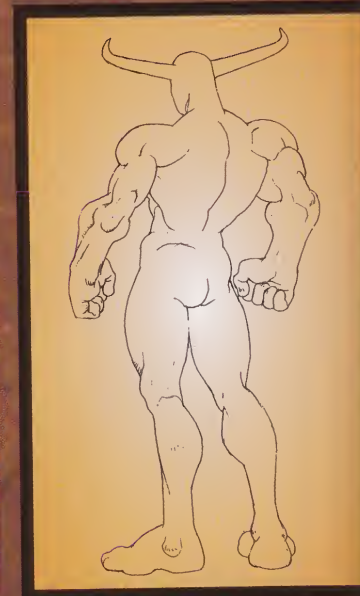
GALAXY TRIP



FLAME HEAD



METEOR DESTROY



ZODIAC FIRE



ORBITER BLAZE



PLANET BURNING



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DARKSTALKERS

ENDINGS

DEMITRI



You fought well Pyron. You were a worthy foe, but unworthy to rule. I am the true lord of the night! That night, a grand celebration was held, to honor Demitri and his victory. Where's Lord Maximoff? I've not seen him lately. He was here a moment ago. I wonder where he went? A toast to my eternal rule! The moon will be my scepter, and the stars are but jewels in my crown. With the night and all it's forces under my command, nothing can stop me! Soon, even the day dwellers will bare their throats to me!



I've done it. The others are destroyed! The battle was long but it's finally over. She said my curse would end the day I exceeded all my limits. That day, I would be granted my greatest desire. Yes! It's happening! I changed. I'm human once more! I will remember this day for the rest of my life!



JON TALBAIN

VICTOR



Doctor, wake up, wake up! You made me the strongest, now I am the champion! Please wake up, celebrate with me, why are you so quiet? Victor...Victor, father cannot share your joy. The villagers were not kind. But together we must go on. We must try to carry on father's dream! Come on, there is much to do. However, for now, let's enjoy your victory. Tomorrow we plan but today we celebrate.



Congratulations Raptor, you've done well. Master, behold, as promised I have destroyed all the Darkstalkers. Now fulfill your end of the bargain! Yes, here's the power you seek, enough power to rule the world! Yeee aaarrrg! This is it, at last ultimate power! With this I shall rule over all! For all eternity! True you shall rule the world, and I shall rule you. That old fool, no one rules Lord Raptor! Soon the world will know of my power. And I swear, even you "Master" will bend before me!

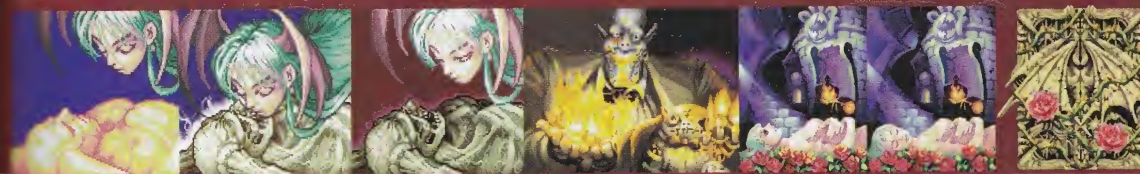


LORD RAPTOR

Sleep, dear Pyron, sleep. Sleep and dream, dream of me, and my victory over you! Dream forever, and ever and ever... Hail! Welcome back mistress. I've been so worried about you. You've never been gone this long before. If the master ever found about these little Earth jumps you make, what he would do to me might even frighten you! You worry too much. I can handle the "Master", trust me. HURRY. Get into bed while the master is still in bed. So what did you do on Earth this time? Nothing, just having a little fun. Trust me Lucien, nothing to worry about.



MORRIGAN



Our second and third units have been destroyed. The enemy is almost upon us! We are lost. Curse them! It is over... No! Never give up! Never surrender! My lord! Pharaoh Anakaris, you have awakened. You have returned to us. As it was written, I have returned in my lands darkest hour. Now witness the the power I've gathered from my battles. What is that light!? They've... disappeared! Our land is safe. You'll never need to fear again! As I swore 5000 years ago. I will defend my people and my homeland for all eternity! All hail Pharaoh Anakaris, the defender!



ANAKARIS



Who are you? Where do you come from? I don't care who or what you are. Sign up with me and I'll make you rich and famous beyond your dreams! Where do I sign? I'll warn you now though. I have big dreams! The cat creature Felicia told of the beings known as Darkstalkers. Her agent stated that she has agreed to do several movies detailing her adventures with them. I hope I can have Blanka for my leading man!



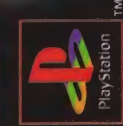
FELICIA



CAPCOM
GAMEFAN
BOOKS



Character
Command
Sheet



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DARKSTALKERS

ENDINGS

DEMİTRİ



You fought well Pyron. You were a worthy foe, but unworthy to rule. I am the true lord of the night! That night, a grand celebration was held, to honor Demitri and his victory. Where's Lord Maximoff? I've not seen him lately. He was here a moment ago. I wonder where he went? A toast to my eternal rule! The moon will be my scepter, and the stars are but jewels in my crown. With the night and all it's forces under my command, nothing can stop me! Soon, even the day dwellers will bare their throats to me!



I've done it. The others are destroyed! The battle was long but it's finally over. She said my curse would end the day I exceeded all my limits. That day, I would be granted my greatest desire. Yes! It's happening! I changed. I'm human once more! I will remember this day for the rest of my life!



MOVE	MOTION
CHAOS FLARE	↓↘ + AP
CHAOS FLARE (AIR)	→↓↘ + AP
DEMON CRADLE	→↓↘ + AP
BAT SPIN (CAN BE DONE IN AIR)	↓↙ + AK
BAT DIVE**	← OR → + STRONG OR FIERCE
NEGATIVE STOLEN**	→↓↙↙↙ (360°) + STRONG OR FIERCE
MIDNIGHT FURY*	↓↘↘↘ + ALL 3 PUNCHES

MOVE	MOTION
LUNA'S HAMMER	↓↘ + AP
LUNA'S HAMMER (DIAGONAL)	→↓↘ + AP
LUNA'S HAMMER (AIR)	→↓↘ + AP
CLIMBING RAZOR	↓↑ + AK
RAPID CRUNCH**	← OR → + STRONG OR FIERCE
CANNON ROUNDER**	← OR → + FORWARD OR ROUNDHOUSE
CANNON FLYER**	(JUMP) ↑ + STRONG OR FIERCE
SUPER LUNA'S HAMMER*	←↓↘ + AP (OR → + AP)
SUPER LUNA'S HAMMER* (DIAGONAL)	↓↙ + AP (OR → + AP)
SUPER LUNA'S HAMMER* (AIR)	↙↙↓ + AP (OR → + AP)

MOVE	MOTION
GIGA HAMMER	← CHARGE → + AP
GIGA BUSTER	← CHARGE → + AK
HIGH GIGA BUSTER	↙↗ + AK
CYROCRUSH	↓↙↘ + AP
GIGA BOMB	↓↙↘ + AK
JAW SLUGGER**	← OR → + STRONG OR FIERCE
MEGA STRANGLE**	← OR → + FORWARD OR ROUNDHOUSE
MEGA SHOCK**	↓↘ + FORWARD OR ROUNDHOUSE
MEGA SPIKE**	→↓↙↙↙ (360°) + ALL 3 PUNCHES
GRAVITON KNUCKLE**	→ + STRONG OR FIERCE + (↓↑ + STRONG OR FIERCE)
THUNDER BREAKER*	↓ CHARGE↑ + AP OR ↓ CHARGE↑ + ALL THREE PUNCHES

MOVE	MOTION
DEATH HURRICANE (CAN BE DONE IN AIR)	↓↙ + AK
HELL'S GATE	←↙↘ + AK
SKULL JAVELIN (WHILE OPPONENT IS DOWN)	↓↑ + AK
MAD RABBIT**	← OR → + STRONG OR FIERCE
DEADLY CATAPULT**	← OR → + FORWARD OR ROUNDHOUSE
AIR CATASTROPHE**	↑ + STRONG OR FIERCE
SKULL BANISH**	↓↘↗ + STRONG OR FIERCE
DEATH VOLTAGE* (CAN BE DONE IN AIR)	→↓↙↙ + AK
EVIL SCREAM*	→ + ALL 3 PUNCHES

MOVE	MOTION
SOUL FIST	↓↘ + AP
SOUL FIST (AIR)	↑↗ + AP
SHADOW BLADE	→↓↘ + AP
SHELL KICK (AIR)	↓↙ + AK
MOON TRACER**	← OR → + STRONG OR FIERCE
VECTOR DREAM**	→↓↙↙ + STRONG OR FIERCE
VALKYRIE TURN*	→↓↙↙ + AK (+ AK)
DARKNESS ILLUSION*	JAB, JAB, →, SHORT, FIERCE

MOVE	MOTION
PHARAOH'S CURSE (AIR)	→↙↘ + AP
COBRA BLOW	→↙ + AP
SARCOPHAGUS SLAM	ALL 3 PUNCHES OR KICKS
THE VOID	→↓↙↙ + AP
RETRIBUTION (PERFORM AFTER THE VOID)	↓↘ + AK
GRAND WRAP**	↓↘ + AP
PHARAOH'S MAGIC*	FORWARD, JAB, ↓, SHORT, STRONG

MOVE	MOTION
SAND SPLASH	↓↘ + AK
DELTA KICK	←↙ + AK
ROLLING BACK CLAW	←↙ + AP (+AP)
ROLLING SCRATCH	→↓↙ + AP (RAPIDLY TAP PUNCH)
PANIC NAIL**	← OR → + STRONG OR FIERCE
TUMBLE CAT**	← OR → + FORWARD OR ROUNDHOUSE
HELLCAT**	→↓↙↙ + FORWARD OR ROUNDHOUSE
FLIP CAT** (AIR)	↑ + STRONG OR FIERCE
DANCING FLASH*	↓↘↙↙ + ALL 3 PUNCHES

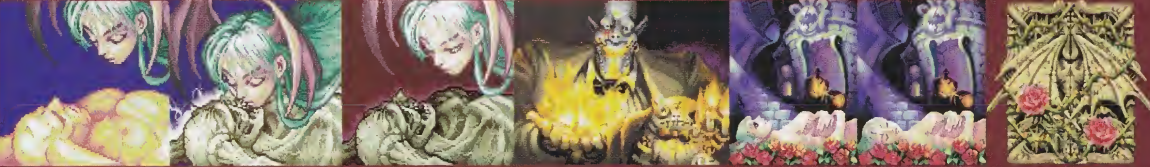
MOVE	MOTION
MUKUROFUJI (AIR)	↑↗ + AP
IAIGIRI (HIGH)	← CHARGE → + AP
IAIGIRI (LOW)	← CHARGE → + AK
HANEYAIBA	←↙↘ + AP
TSUTSIYAYE (PERFORM AFTER HANEYAIBA)	↓↘ + AP
KAESHIVAIBA (PERFORM AFTER HANEYAIBA)	↓↙ + AP
KIENZAN (PERFORM AFTER KAESHIVAIBA)	→↓↘ + AP
KESANAGE**	← OR → + STRONG OR FIERCE
KIRISUTE-GOMEN**	→↓↙↙ + AP
ONIKUBI-HINER!	→↓↙ + AP

MOVE	MOTION
POISON BREATH	←↙↘ + AK
SONIC WAVE	↓↘ + AP
SCREW JET	←↙ + AP
TRICKY FISH	←↙ + AK
LAND FISHER**	← OR → + STRONG OR FIERCE
CRYSTAL LANCER**	→↓↙↙ + STRONG OR FIERCE
SKY NEPTUNE**	→↓↙↙ + FORWARD OR ROUNDHOUSE
AQUA SPREAD*	→↓↘ + ALL 3 PUNCHES OR KICKS

MOVE	MOTION
BIG SNOW	↓↘ + AP
BIG TOWERS	↓ + ALL 3 PUNCHES
BIG TYPHOON	→↓↘ + AK
BIG BOMB**	← OR → + STRONG OR FIERCE
BIG SHAKE**	→↓↘ + STRONG OR FIERCE
BIG SWING**	→↓↙↙ (360°) + AK
BIG BRUNCH**	↓↙ + FORWARD OR ROUNDHOUSE
BIG FREEZER*	←↙↘ + ALL 3 PUNCHES

AP = ANY PUNCH, AK = ANY KICK, * = SPECIAL BAR REQUIRED, ** = THROW

Sleep, dear Pyron, sleep. Sleep and dream, dream of me, and my victory over you! Dream forever, and ever and ever... Hail! Welcome back mistress. I've been so worried about you. You've never been gone this long before. If the master ever found about these little Earth jumps you make, what he would do to me might even frighten you! You worry too much. I can handle the "Master", trust me. Hurry. Get into bed while the master is still in bed. So what did you do on Earth this time? Nothing, just having a little fun. Trust me Lucien, nothing to worry about.



MORRIGAN



ANAKARIS

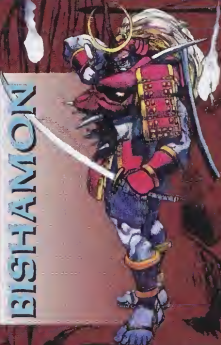
Our second and third units have been destroyed. The enemy is almost upon us! We are lost. Curse them! It is over... No! Never give up! Never surrender! My lord! Pharaoh Anakaris, you have awakened. You have returned to us. As it was written, I have returned in my lands darkest hour. Now witness the the power I've gathered from my battles. What is that light? They've... disappeared! Our land is safe. You'll never need to fear again! As I swore 3000 years ago. I will defend my people and my homeland for all eternity! All hail Pharaoh Anakaris, the defender!



Who are you? Where do you come from? I don't care who or what you are. Sign up with me and I'll make you rich and famous beyond your dreams! Where do I sign? I'll warn you now though. I have big dreams! The cat creature Felicia told of the beings known as DarkStalkers. Her agent stated that she has agreed to do several movies detailing her adventures with them. I hope I can have Blanka for my leading man!



FELICIA

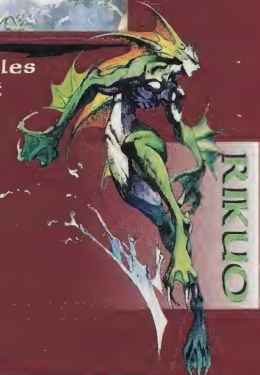
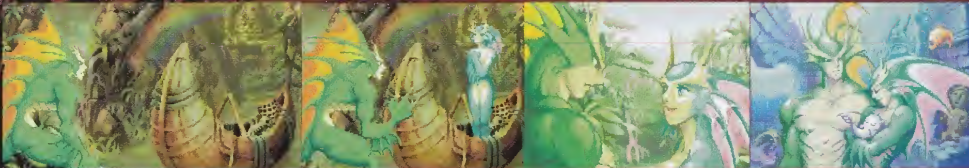


BISHAMON

How long must I endure, will I ever know rest? Will the curse of my sword and armor last through all eternity? Beloved. Orin! My love. I understand now. My oath to defend my land and people was not enough. I must battle the forces of darkness wherever they are! But you will never be alone again, my love. Together forever, my love.



At last, my land is free from the dark one's threat! Who are you? How can this be? I heard tales of a great warrior, a lord of the waters. I had hoped it would be one of my kind. I had almost given up hope. I thought I was the last of our race. There may be others with no leader, no homeland, no future. Then we shall begin here. Become my Queen. Together we shall defend our sacred land. A land where our people can gather again. Together we shall build our future. My lord. One year later a new defender is born. An heir to a budding empire!



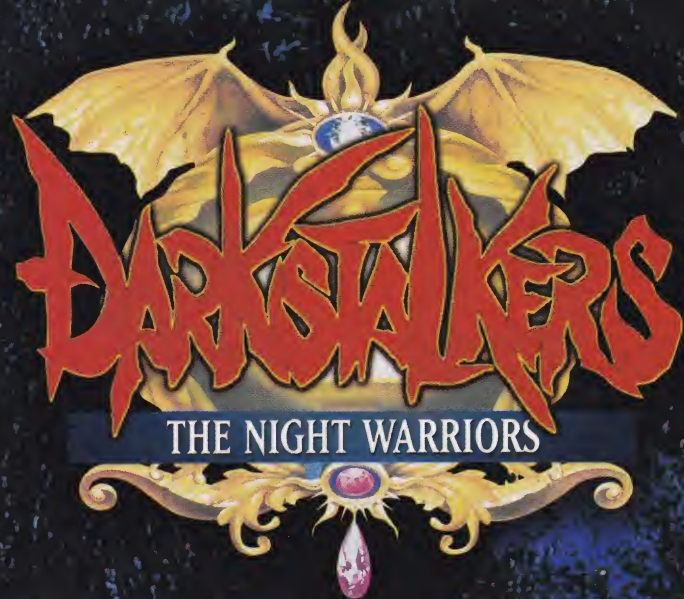
RIKUO



SASQUATCH

It's a letter from our leader! What does it say? Quickly read it! Is it time yet? He has defeated them all! He says the humans are weak. And that our time has come! Yeah!!! Gather all the warriors! Have them made ready to invade! We will make our leader proud. Soon our armies will sweep across the world! We will join our leader and together we will crush all who oppose us beneath our mighty feet! Onward to victory! Anyooga! Soon they will join me. And then!!!





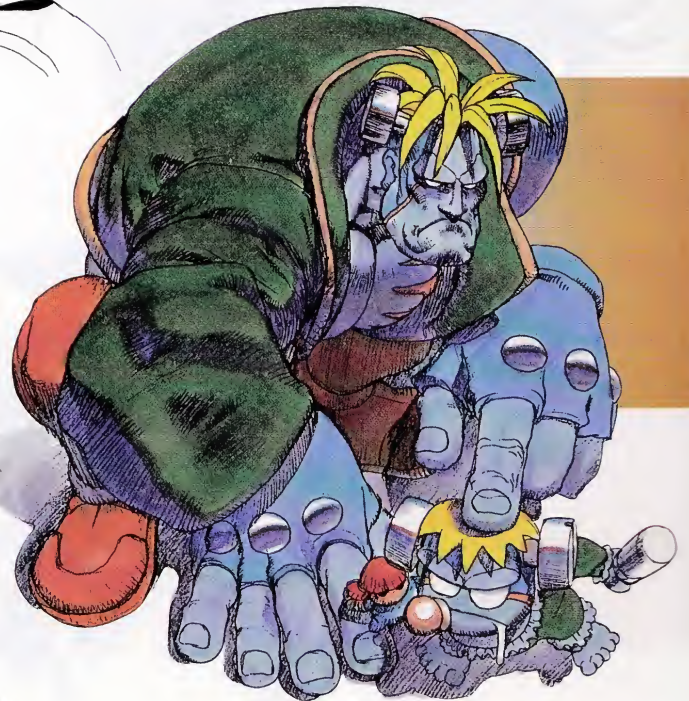
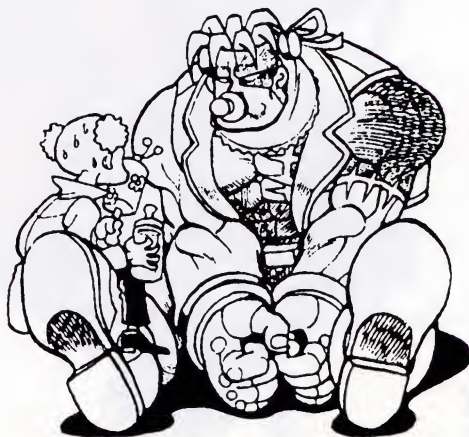
ARTWORK





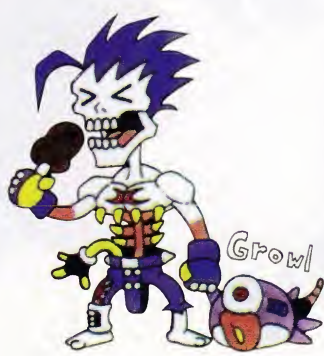
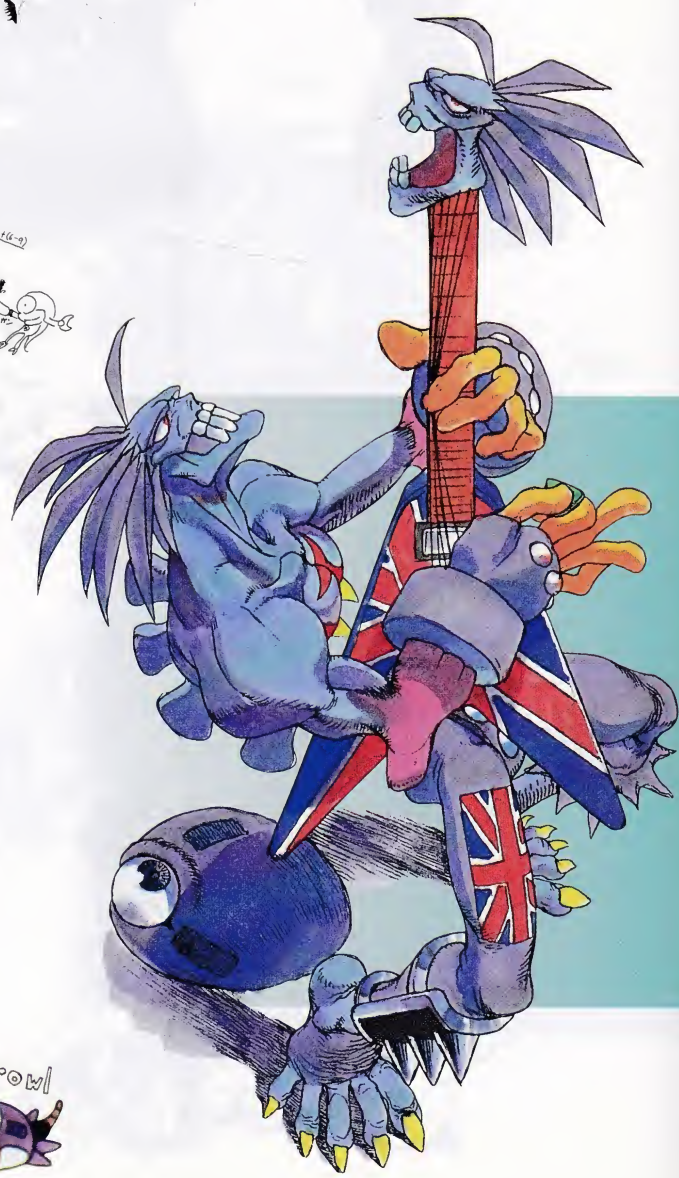
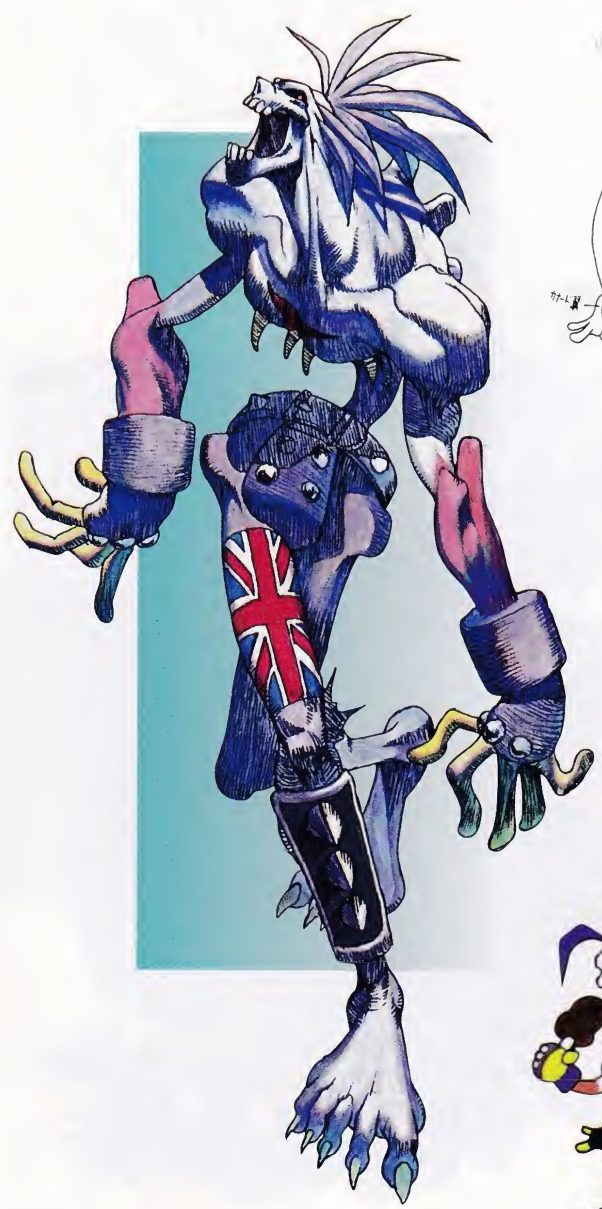


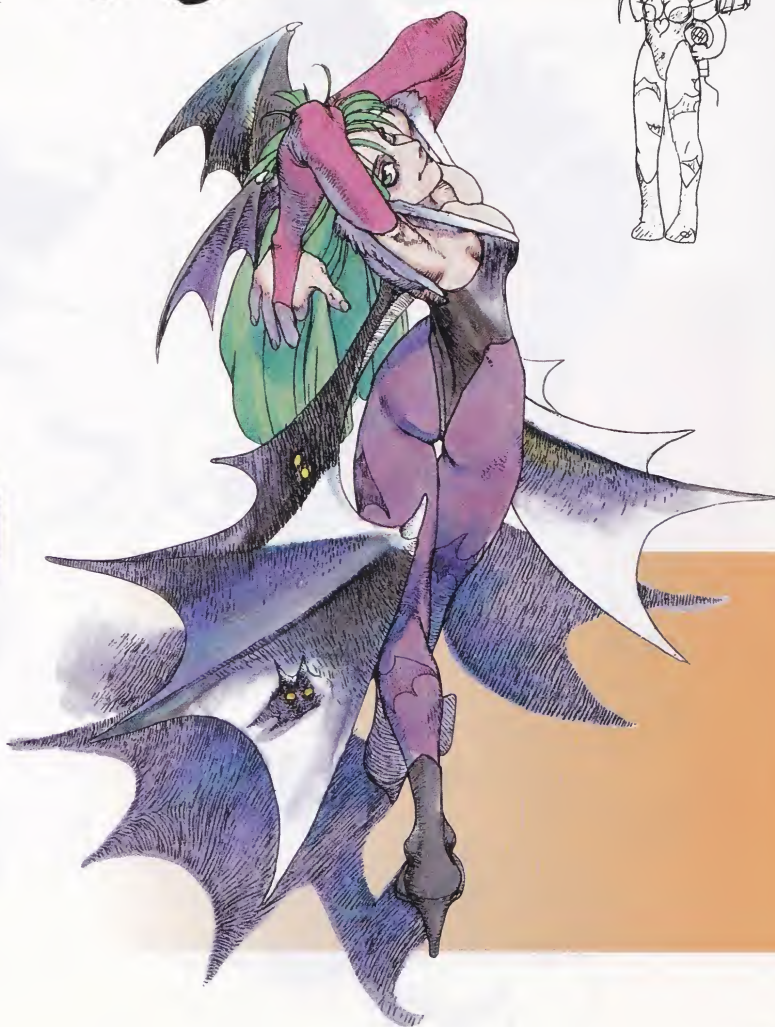


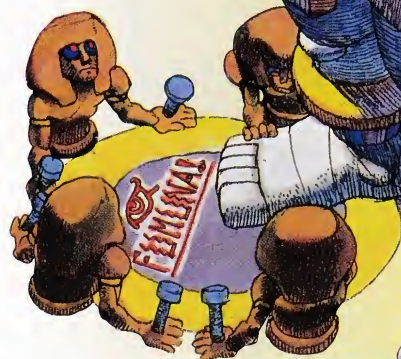
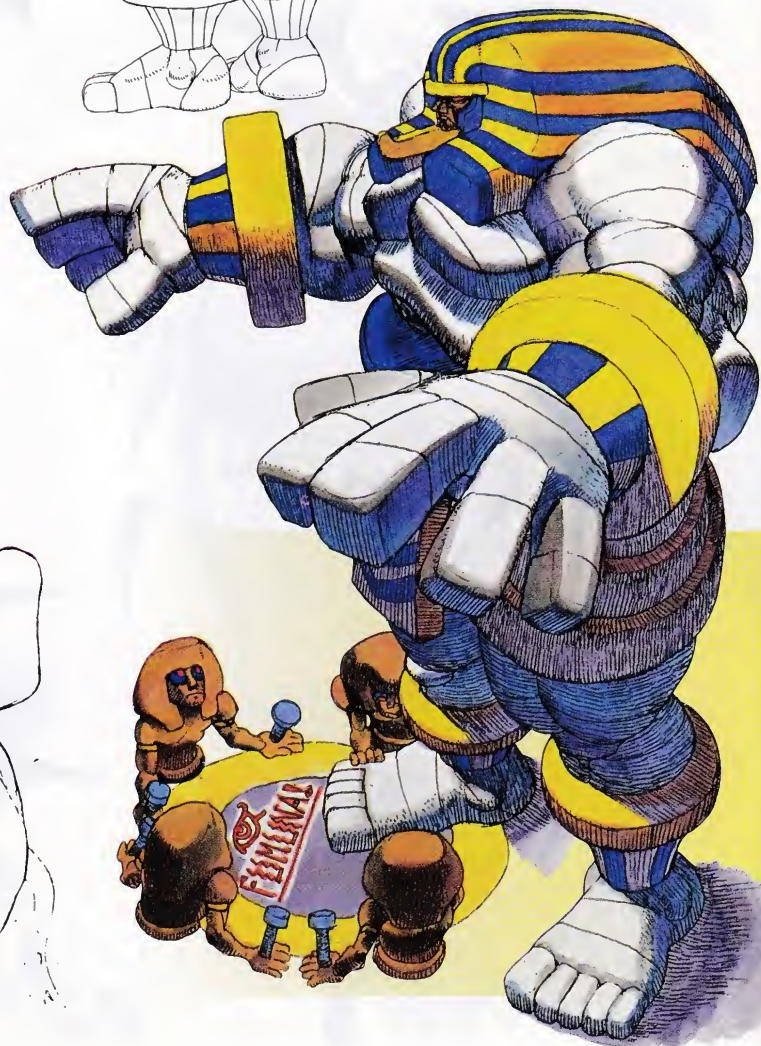
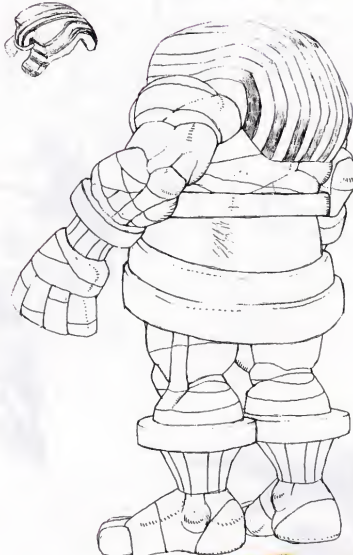
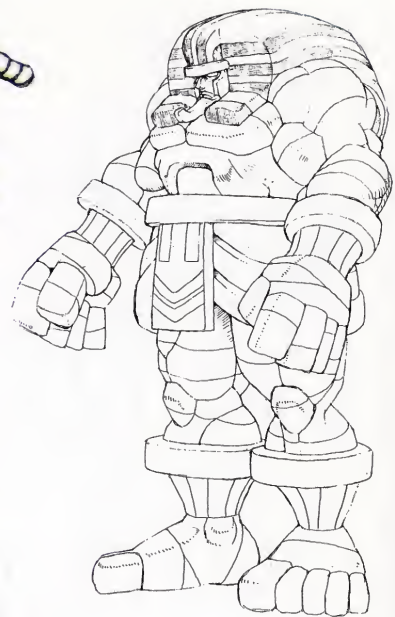
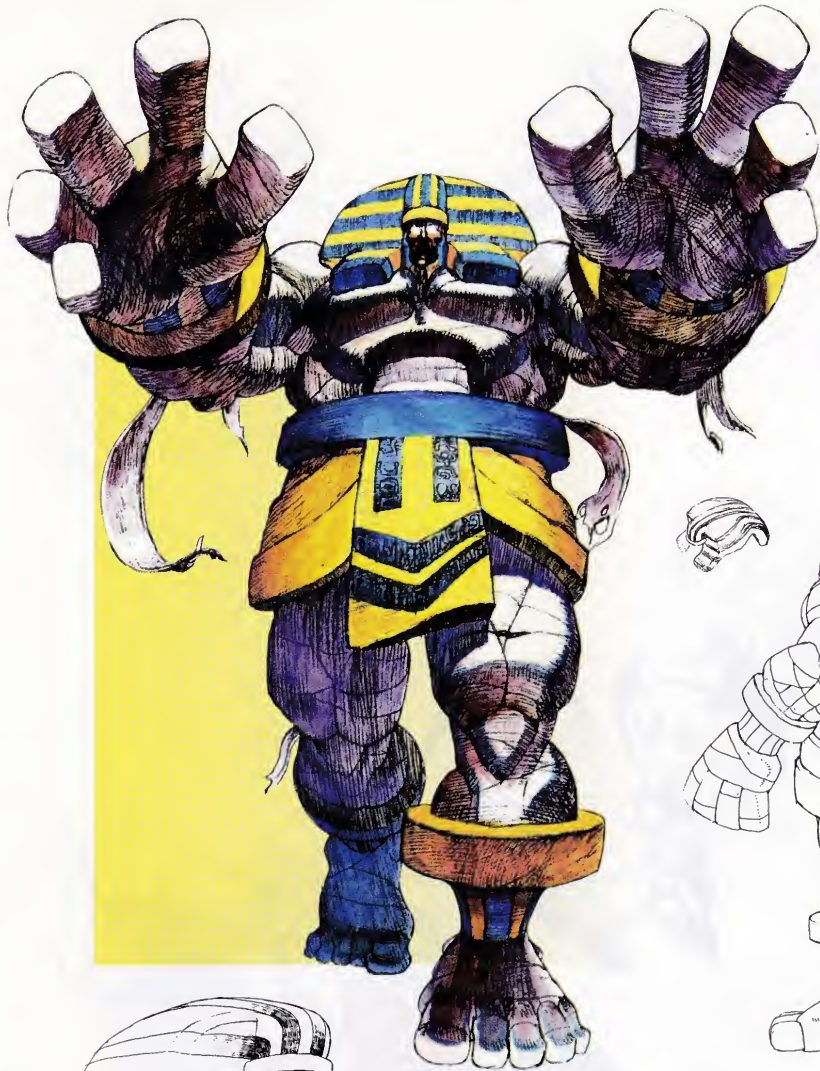




4
ベルトを肩上看
見たところ

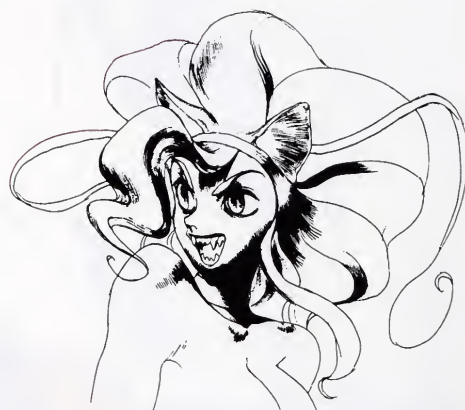


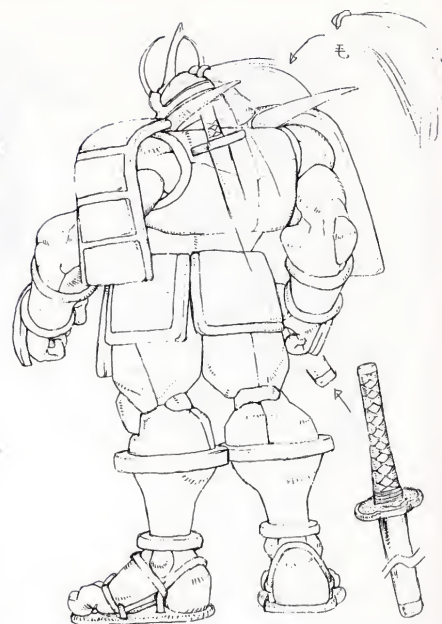


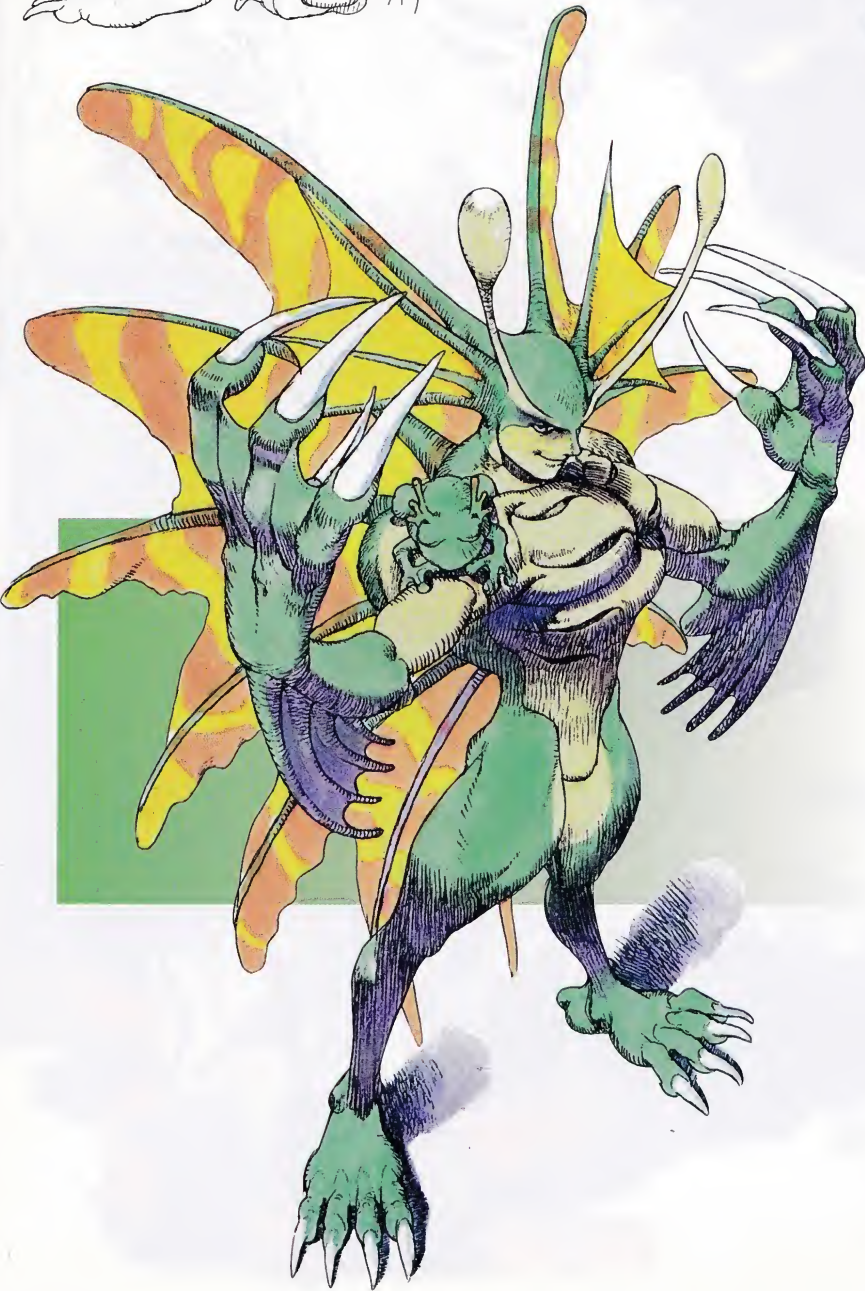
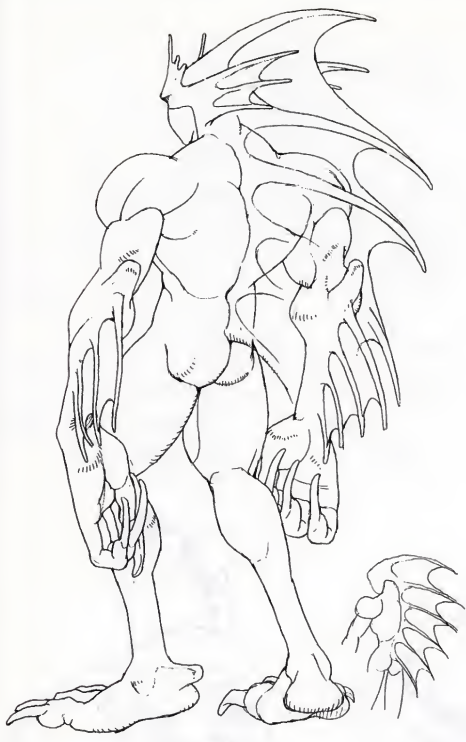


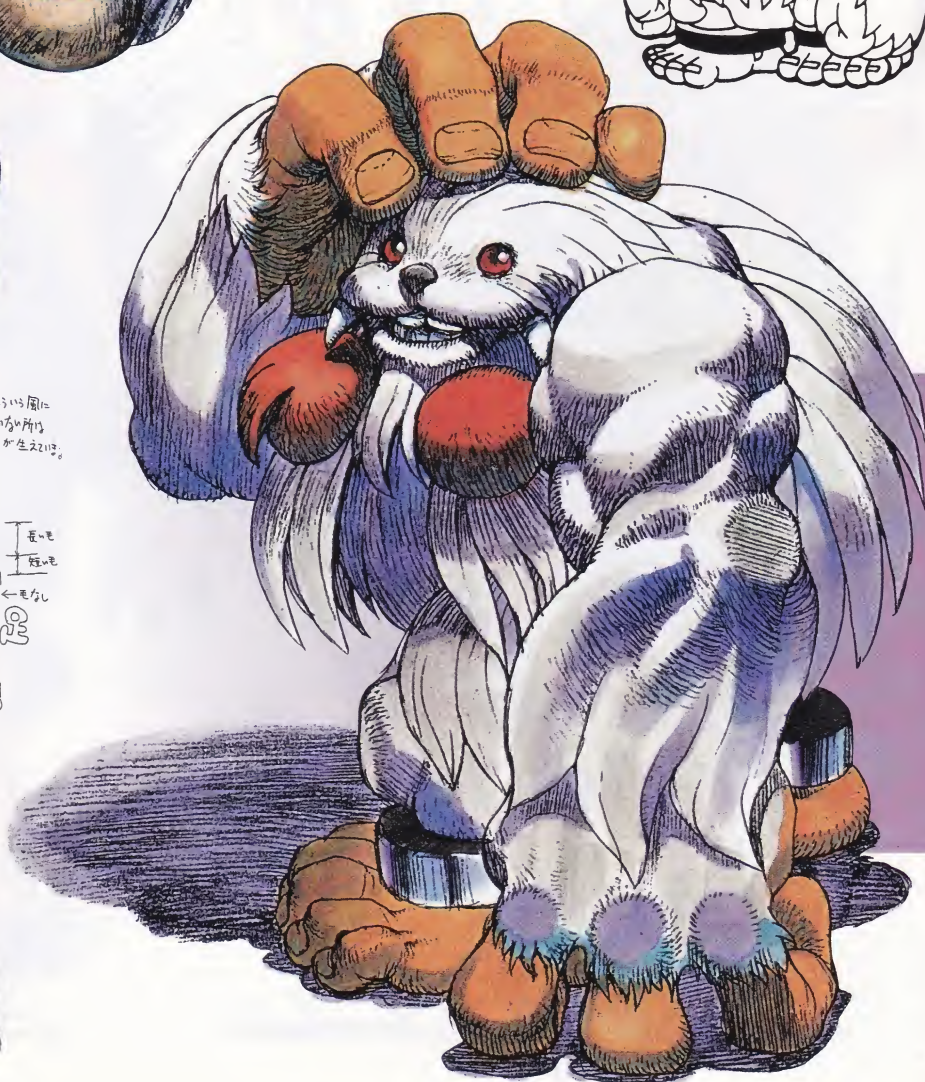


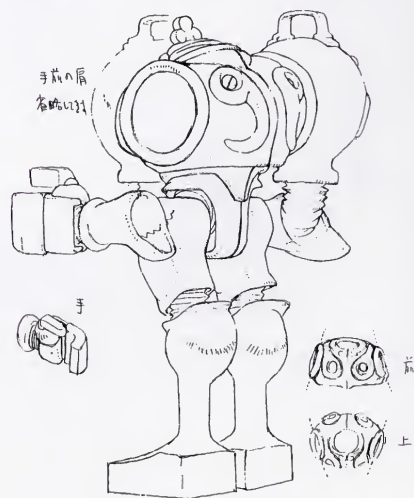
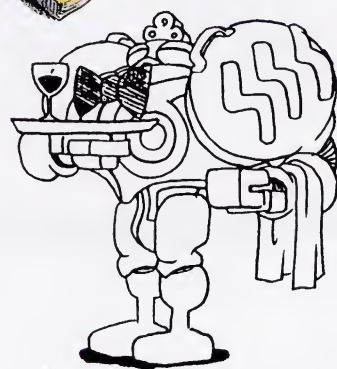
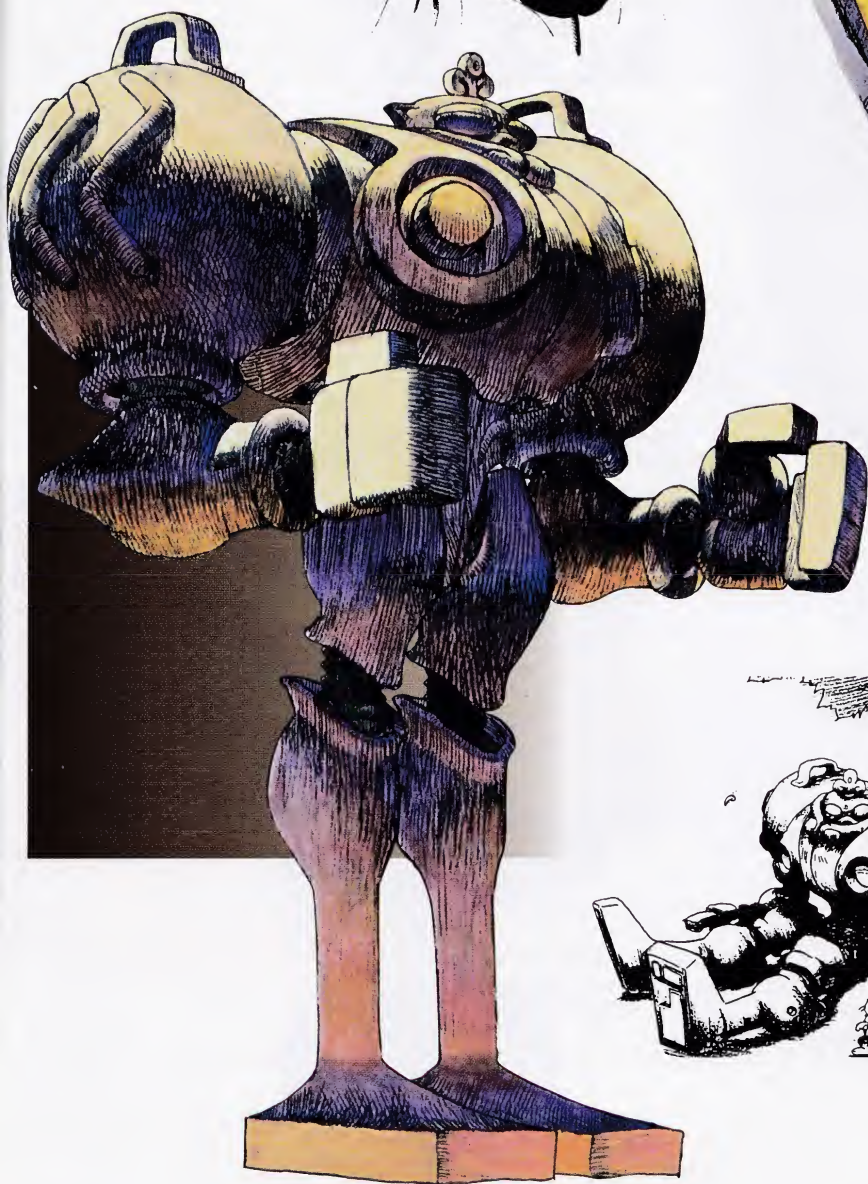
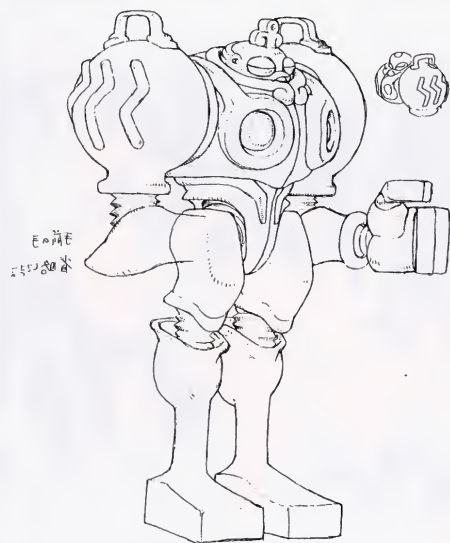
前ハモカ2本
出2本。
(こっちは省略だね)













DARKSTALKERS

MOVE LIST

DEMITRI

CHAOS FLARE

↓↘ + ANY PUNCH

AIR CHAOS FLARE (JUMP) ↓↘ + ANY PUNCH

DEMON CRADLE

→↓↘ + ANY PUNCH

BAT SPIN

↓↘ + ANY KICK
(CAN BE DONE IN AIR)

BAT DIVE**

← OR → + STRONG OR FIERCE

NEGATIVE STOLEN**

→↘↓↘↘ (360°)
+ STRONG OR FIERCE

MIDNIGHT FURY*

↓↘↓↘↓ + ALL THREE PUNCHES

JON TALBAIN

LUNA'S HAMMER

↓↘ + ANY PUNCH

LUNA'S HAMMER

(DIAGONAL)

→↓↘ + ANY PUNCH

LUNA'S HAMMER (AIR)

(JUMP) →↓↘ + ANY PUNCH

CLIMBING RAZOR

↓↑ + ANY KICK

RAPID CRUNCH**

← OR → + STRONG OR FIERCE

CANNON ROUNDER**

← OR → + FORWARD
OR ROUNDHOUSE

CANNON FLYER**

(JUMP) ↑ + STRONG OR FIERCE

SUPER LUNA'S HAMMER*

←↘↓↘↓ + ANY PUNCH
(← OR ↗ + ANY PUNCH)

SUPER LUNA'S HAMMER*

(DIAGONAL)

↓↘↗ + ANY PUNCH
(↘ + ANY PUNCH)

SUPER LUNA'S HAMMER*

(AIR)

(JUMP) ←↘↓↘↓ + ANY PUNCH
(↗ + ANY PUNCH)

VICTOR

GIGAHAMMER

← CHARGE → + ANY PUNCH

GIGABUSTER

← CHARGE → + ANY KICK

HIGH GIGABUSTER

↘↗ + ANY KICK

CYROCUSH

↓↘↘ + ANY PUNCH

GIGABOMB

↓↘ + ANY KICK

JAW SLUGGER**

← OR → + STRONG OR FIERCE

MEGA STRANGLE**

← OR → + FORWARD
OR ROUNDHOUSE

MEGASHOCK**

↓↘ + FORWARD
OR ROUNDHOUSE

MEGASPIKE**

→↘↓↘↘ (360°)
+ ALL THREE PUNCHES

GRAVITON KNUCKLE**

→ + STRONG OR FIERCE +
↓↑ + STRONG OR FIERCE

THUNDER BREAKER*

↓ CHARGE ↑ + ANY PUNCH OR
↓ CHARGE ↑ + ALL THREE PUNCHES

LORD RAPTOR

DEATH HURRICANE

↓↘ + ANY KICK
(CAN BE DONE IN AIR)

HELL'S GATE

←↘↓↘ + ANY KICK

SKULL JAVELIN

↓↑ + ANY KICK
(WHILE OPPONENT IS DOWN)

MAD RABBIT**

← OR → + STRONG OR FIERCE

DEADLY CATAPULT**

← OR → + FORWARD
OR ROUNDHOUSE

AIR CATASTROPHE**

(JUMP) ↑ + STRONG OR FIERCE

SKULL BANISH*

↓↘↗ + STRONG OR FIERCE

DEATH VOLTAGE*

→↘↓↘ + ANY KICK
(CAN BE DONE IN AIR)

EVIL SCREAM*

→↘ + ALL THREE PUNCHES

MORRIGAN

SOUL FIST

↓↘ + ANY PUNCH

SOUL FIST (AIR)

(JUMP) ↑↗ + ANY PUNCH

SHADOW BLADE

→↓↘ + ANY PUNCH

SHELL KICK

(JUMP) ↓↘ + ANY KICK

MOON TRACER**

← OR → + STRONG OR FIERCE

VECTOR DREAM**

→↘↓↘ + STRONG OR FIERCE

VALKYRIE TURN*

→↘↓↘ + ANY KICK (+ ANY KICK)

DARKNESS ILLUSION*

JAB, JAB, →, SHORT, FIERCE

ANAKARIS

PHARAOH'S CURSE

(JUMP) →↘↓↘ + ANY PUNCH

COBRA BLOW

→↘ + ANY PUNCH

SARCOPHAGUS SLAM

ALL THREE PUNCHES OR KICKS

THE VOID

→↘↓↘ + ANY PUNCH

RETRIBUTION

↓↘ + ANY KICK
(PERFORM AFTER THE VOID)

GRAND WRAP**

↓↘ + ANY PUNCH

PHARAOH'S MAGIC*

FORWARD, JAB, ↓,
SHORT, STRONG

FELICIA

SAND SPLASH

↓↘ + ANY KICK

DELTA KICK

←↘↓ + ANY KICK

ROLLING BACK CLAW

←↘↓ + ANY PUNCH
(+ ANY PUNCH)

ROLLING SCRATCH

→↘↓ + ANY PUNCH
(RAPIDLY TAP PUNCH)

PANIC NAIL**

← OR → + STRONG OR FIERCE

TUMBLE CAT**

← OR → + FORWARD
OR ROUNDHOUSE

HELLCAT**

→↘↓↘ + FORWARD
OR ROUNDHOUSE

FLIP CAT**

(JUMP) ↑ + STRONG OR FIERCE

DANCING FLASH*

↓↘↘↘ + ALL THREE PUNCHES

BISHAMON

MUKUROFUJI

(JUMP) ↑↗ + ANY PUNCH

IAIGIRI (HIGH)

← CHARGE → + ANY PUNCH

IAIGIRI (LOW)

← CHARGE → + ANY KICK

HANEYAIBA

←↘↓↘ + ANY PUNCH

TSUJIHAYATE

↓↘ + ANY PUNCH
(PERFORM AFTER HANEYAIBA)

KAESHIYAIBA

↓↘ + ANY PUNCH
(PERFORM AFTER HANEYAIBA)

KIENZAN

→↓↘ + ANY PUNCH
(PERFORM AFTER KAESHIYAIBA)

KESANAGE**

← OR → + STRONG OR FIERCE

KIRISUTEGOMEN**

→↘↓↘ + ANY PUNCH

ONIKUBIHINERI*

→↘↓↘ + ANY PUNCH

RIKUO

POISON BREATH

←↘↓↘ + ANY KICK

SONIC WAVE

↓↘ + ANY PUNCH

SCREW JET

← + ANY PUNCH

TRICKY FISH

← + ANY KICK

LAND FISHER**

← OR → + STRONG OR FIERCE

CRYSTAL LANCER**

→↘↓↘ + STRONG OR FIERCE

SKY NEPTUNE**

→↘↓↘ + FORWARD
OR ROUNDHOUSE

AQUA SPREAD*

→↘↓ + ALL THREE PUNCHES
OR KICKS

SASQUATCH

BIG SNOW

↓↘ + ANY PUNCH

BIG TOWERS

↓↓ + ALL THREE PUNCHES

BIG TYPHOON

→↓↘ + ANY KICK

BIG BOMB**

← OR → + STRONG OR FIERCE

BIG SHAKE**

→↘↓ + STRONG OR FIERCE

BIG SWING**

→↘↓↘↘ (360°) + ANY KICK

BIG BRUNCH**

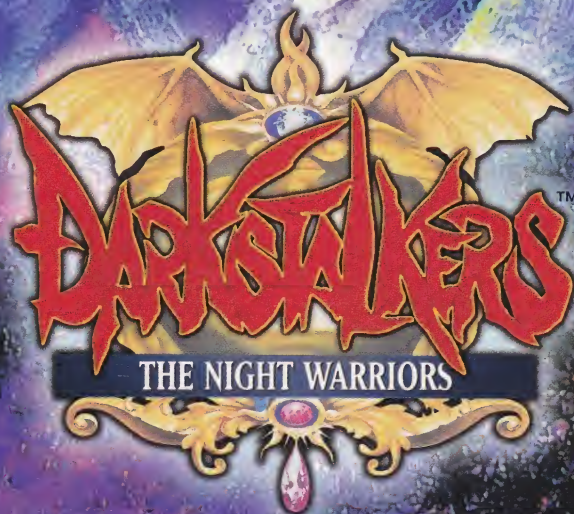
↓↘ + FORWARD
OR ROUNDHOUSE

BIG FREEZER*

←↘↓↘ + ALL THREE PUNCHES

* = SPECIAL BAR REQUIRED, ** = THROW

The DarkStalkers Strategy Guide is the most definitive guide to becoming a master at one of the best cartoon animated fighting games of all time. Featuring thousands of hi-res screenshots along with Special Moves, Combos, Strategies, Character Poses & Animations and much more. Also included is exclusive Capcom artwork and Character Sketches. Written by arcade experts Frank Martinez Jr. and Gerald Abraham, the DarkStalkers Strategy Guide is sure to make you a master!



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